



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

化石超進化 SPECTROBES

BEYOND THE PORTALS



4
EXCLUSIVE
SPECTROBES
CARDS
INSIDE!

COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB **E** EVERYONE



Written by Tim Bogenn



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GAME BASICS

Rallen and his partner Jeena are determined members of the Nanairo Planetary Patrol (NPP). Their lives changed forever when they met Aldous, a traveler from a distant galaxy who foretold the coming invasion of the Krawl. Aldous discovered Rallen's extraordinary ability to control Spectrobes and gave him a device known as a Prizmod to aid in defense against the monstrous Krawl.

Incredibly, Rallen was successful in summoning an Ultimate Form Spectrobe to destroy the approaching Krawl. But now, along with the appearance of mysterious portals, the Krawl have returned and seem stronger than ever. A huge Krawl horde led by an unknown force has been destroying planets across the universe, and Nanairo is next! Rallen and Jeena and their friends at the NPP are the only ones able to save Nanairo from ultimate destruction!

CONTROLS

Field Controls	
BUTTON	ACTION
L	Reset Camera
+Control Pad	Move (press twice to dash)
A	Talk / Interact
X	Open Prizmod
Y	Search area around Child Form
Touch Prizmod Icon	Open Prizmod Menu (top-right icon)
Touch Child Form	Search for items to Excavate
Touch Excavation Symbol	Excavate
Menu Screens	
L	Switch Screen Functionality
R	Switch Screen Functionality
B	Cancel / Return to previous screen
Stylus (touch)	Confirm Menu Items
Field Battle Controls	
L	Cancel Lock-On / Reset Camera
+Control Pad	Move Rallen (tap twice to dash)
A	Attack with Sword (up to 3 consecutive attacks, depending on weapon)
X	Open Prizmod Menu
Y	Attack with Blaster
R	Lock-On to Target
B	Use Glove (stun attack)
Stylus (Touch Prizmod Icon)	Activate Prizmod (top-right icon)
Encounter Battle Controls	
L	Cancel Lock-On / Reset Camera
+Control Pad	Move (press twice to dash)
A	Normal Attack
X	Switch Spectrobes
Y	Combination Attack with full CH Gauge / Revive Defeated Spectrobes
R	Lock-On to Target / Switch Targets
B	Charge Attack (a.k.a. CH Attack)
Select	Escape Battle (hold)
Excavation Controls	
L	Open / Close Toolbox
R	Switch Scanner On / Off
B	Exit
Incubator Controls	
L	Switch Rooms (left)
R	Switch Rooms (right)
B	Exit

MAIN CHARACTERS



RALLEN

Rallen is a Nanairo Planet Patrol (NPP) officer. He heartily pursues justice to all ends and loves the rush of a good adventure, especially while piloting his patrol cruiser. Rallen is gifted with the extraordinary ability to command Spectrobes using the Prizmod communication device. Using this power, he was able to prevent the first Krawl invasion of Nanairo. As a Spectrobe Master, he can even control Evolved and Ultimate Form Spectrobes. Rallen's thrill-seeking ways can get him into trouble now and again, but his integrity and special skills make him an undeniable asset to the NPP.



JEENA

Jeena is Rallen's extremely intelligent and resourceful NPP partner. She is an expert at researching and analyzing data and provides critical informational support for Rallen. Her greatest skill is her keen ability to solve puzzles. She's always watching over her partner to make sure he doesn't ever find himself in too deep during their adventures.



COMMANDER GRANT

Commander Grant is the head of the NPP and serves as the commander of the resistance operation against the invading Krawl. He is a peacekeeper within the Nanairo System and is deeply trusted by his subordinates, including Rallen and Jeena. He can be very stern, but also displays a caring nature and level-headedness that earns him a great deal of respect.



ALDOUS

Aldous played a huge role in the previous defense against the invading Krawl. He has the ability to control some Spectrobes, but is unable to manage the force of Evolved and Ultimate Form Spectrobes. Originally from a distant star system called Giorna, Aldous is now helping the research scientists of the Nanairo System in their Spectrobe research.

PROPERTIES

Spectrobes and your enemy, the Krawl, both belong to one of three properties: Corona, Aurora, or Flash. Each property has strengths and weaknesses. The properties of Spectrobes and the Krawl affect how strong their attacks and defenses are against each other.

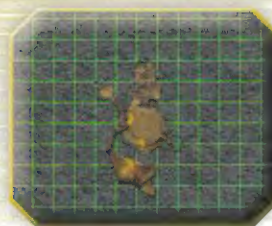
CORONA IS STRONG AGAINST AURORA

AURORA IS STRONG AGAINST FLASH

FLASH IS STRONG AGAINST CORONA

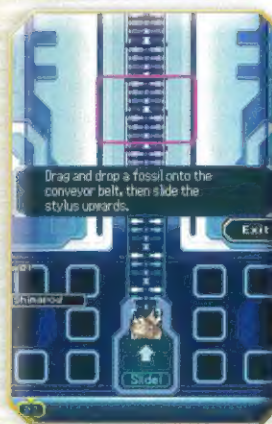


You'll notice that each property is represented by a symbol: Corona is **Fire**, Aurora is a **Leaf**, and Flash is **Water**. To get the property strengths and weaknesses imbedded in your memory, think of them this way: Fire burns Leaves, Leaves cover Water, and Water quells Fire. If that still doesn't sink in quickly enough, we've included a quick reference Properties Chart in the top-right corner of each page spread in the **Walkthrough** section of this guide.



SPECTROBES

Long thought to be extinct, Spectrobes are the only *natural* enemy of the Krawl. They are found buried beneath the ground in Fossil form and must be unearthed using excavation tools, then awakened and evolved through a process of Mineral feedings and battle experience.



FOSSIL

Spectrobes begin their evolutionary process starting inside a Fossil. Only a Child Form Spectrobe has the ability to scan the ground to find Fossils and Minerals. You must excavate the fossilized Spectrobe and awaken it into Child Form. Check out the **Excavation Maps** chapter of this guide for a detailed account of which Spectrobe is awakened from each Fossil. We also identify exactly where they can be found and your chances of finding them at each location.



CHILD

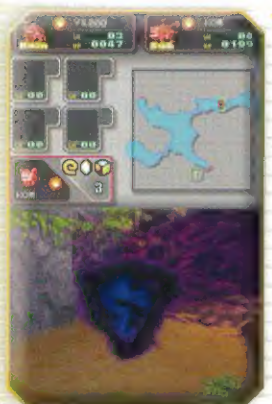
Child Form Spectrobes are too young to fight in battle, but they can help you find buried Fossils and Minerals. A Child Form Spectrobe can be fed Minerals to evolve it to an Adult Spectrobe. Different Child Form Spectrobes have different scan radiuses. And sometimes you may need a particular property Child Spectrobe with you to access secret areas or those blocked by particular property barriers.

ADULT

Evolved from a Child Spectrobe, Adult Spectrobes can no longer find Fossils or Minerals, but they gain the ability to fight in battles, earning them more experience to ultimately become an Evolved Spectrobe. Check out the *Spectrobe-Dex* chapter of this guide for details on each Spectrobe.

EVOLVED

Once Adult Spectrobes change into their final form, the Evolved Spectrobe, they become masters of battle. Evolved Spectrobes cannot search for Fossils or Minerals. They have fantastic CH Attacks, but not all of their stats increase when they evolve. Check our *Spectrobe-Dex* chapter to see how some trade off defense points for attack points or vice versa.



VORTEXES

Enemy Krawl travel in vortexes. Usually the color of the vortex reveals the property of the Krawl inside, but this is not always the case. Besides red, green, and blue (Corona, Aurora, and Flash) vortexes, there are also dark (purple) vortexes, and the contents of these is meant to be a shocker. Vortexes come in two sizes: Large and Small.



LARGE VORTEX

Large Vortexes remain in one place, while any small ones present will move around the larger ones. You will battle two or more waves of Krawl attacks once you enter a vortex. Until you defeat a Large Vortex, it will continually produce Krawl Dust.



Krawl Dust are comprised of small, hovering enemies that Rallen can defeat using **Glove, Sword, or Blaster attacks**. Defeating Krawl Dust may leave recovery orbs behind. The green orbs replenish Rallen's HP and the blue orbs replenish Spectrobes HP. Raising Rallen's experience allows him to equip more advanced gear. This is the only way Rallen fights... on the field. He does not go into vortexes and battle with the Spectrobes as he did in the previous *Spectrobes* game.

Defeating the Large Vortex also annihilates the Krawl Dust and the Small Vortexes around it. Defeating all Large Vortexes in an area clears the area of all Krawl Dust and Small Vortexes. Your Child Form Spectrobe then appears and you are allowed to excavate. Leaving a location and returning to a previously cleared area will usually cause the area to become infested with Krawl again.



SMALL VORTEX

The Small Vortexes move around the field and actively seek you out when you approach. You battle a single wave of Krawl inside. Defeating this wave destroys the Small Vortex.

VORTEX PROPERTY GIVEAWAY

You can change your Spectrobe battle lineup while in the field. When you spot and recognize the property of the vortex, check your lineup to make sure you have the stronger opposing property Spectrobes in the Battle slots before beginning the fight.

RALLEN'S GEAR



Rallen's items are purchased from Dave at the Weapons Center HQ 1F (the first door to the right when you enter the Lobby from the spaceport). This is also how you access the Training Room (where the game begins).



Rallen's gear unlocks and becomes available for purchase as you raise Rallen's level. You raise his level by defeating Krawl Dust. If an item in the following lists is not available through the Cyrus Express Machine, or through Dave (Kollin weapons shop) then you need to raise your level more or you may need a certain Spectrobe Card, or the rare gear is accessible via wi-fi downloads.



Rallen can equip Swords, Gloves, Blasters, and Suits. With the Sword, he can perform slash attacks. With the Glove, he can pound the ground and produce a shockwave attack. This stuns enemies around you so you can use the Sword in a combo attack. The Blaster uses multi-shot or exploding ammo. Some Blasters home in on the enemy, while others do not. You can use the lock-on feature to target the enemy or try to use Free-aim mode.

GLOVES

NAME	REQ LVL	PRICE	ATK	ATK AREA	ATK TIME	DESCRIPTION
Basic Glove	1	300	20	3	30	Standard glove for NPP officers. Capable of stunning enemies.
Grasp Glove	3	1500	65	4	60	Slightly more powerful than the Basic Glove. Capable of stunning enemies further away.
Grip Glove	4	2800	75	5	75	A basic but powerful glove capable of stunning enemies far away for a long period of time.
Power Glove	5	4800	105	6	90	The strongest basic glove out there. Capable of stunning enemies far away for a long period of time.
Hyper Glove	2	700	30	3	45	A well-balanced glove that is capable of stunning enemies far away for a fairly long period of time.
Intense Glove	3	1500	60	4	60	Slightly more powerful than the Hyper Glove. Capable of stunning enemies far away for a long period of time.
Voltage Glove	5	4900	100	5	90	A well-balanced glove that is capable of stunning enemies far away for a very long period of time.
Delta Glove	2	800	40	2	90	A specially designed glove capable of stunning enemies for a very long period of time.
Sigma Glove	3	1700	60	3	120	A rare and powerful glove capable of stunning enemies for an extremely long period of time.
Omega Glove	5	5000	95	4	150	The most powerful glove in Nanairo. Capable of stunning enemies for longer than you probably need.

SWORDS

NAME	REQ LVL	PRICE	ATK	COMBO COUNT	DESCRIPTION
Basic Sword	1	300	20	1	Standard Sword for NPP officers. Capable of a single attack.
Heat Sword	2	700	35	1	Slightly more powerful than the Basic Sword. Capable of a single attack.
Spark Sword	3	1800	50	2	A basic, but powerful sword capable of two consecutive attacks.
Speed Sword	4	3500	75	2	A basic, but swift sword capable of two consecutive attacks.
Sabre Sword	5	6200	90	2	The strongest basic sword around, capable of two consecutive attacks.
Plasma Sword	2	900	20	2	A light, double-edge sword capable of two consecutive attacks.
Hyper Sword	3	2000	35	3	A powerful, super-light sword capable of three consecutive attacks.
Delta Sword	5	6800	55	3	The strongest light-weight sword, capable of three consecutive attacks.
Sigma Sword	3	6500	40	2	A prototype sword with the unique ability to raise the chances of recovery orbs appearing.
Omega Sword	2	2500	25	1	A prototype sword with the unique ability to raise the amount of EXP you gain when defeating Krawl Dust.
Barrier Sword	5	20000	60	3	A rare and unique sword that not only raises your ATK, but your DEF as well.
Power Sword	5	20000	60	3	A rare and unique sword that not only raises your ATK, but also your HP.
Nanairo Sword	5	20000	60	3	The ultimate sword in all of Nanairo. Its power is unrivaled and is capable of three consecutive attacks.

BLASTERS

NAME	REQ LVL	PRICE	DAMAGE	DESCRIPTION
Basic Blaster	1	300	12	Standard blaster for NPP officers. A long-range blaster that fires a single energy blast.
Ray Blaster	4	4000	40	Slightly more powerful than the basic blaster. A long-range blaster that fires a single, high-energy blast.
Photon Blaster	5	5600	55	The most powerful basic blaster out there. A long-range blaster that fires a single, super high-energy blast.
Hyper Blaster	3	2600	33	A special kind of blaster that fires two energy blasts at once.
Rupture Blaster	5	7500	45	A high-precision blaster that fires three energy blasts at once.
Stone Blaster	2	1000	45	A powerful blaster that fires an exploding energy blast.
Super Blaster	4	4600	75	A stone-shattering blaster that fires an exploding, high-energy blast.
Gaia Blaster	5	8000	105	The king of explosive blasters. Fires an exploding, super high-energy blast.
5-Way Blaster	5	15000	75	A super-rare, versatile blaster that fires super high-energy blasts in five directions.
Cosmo Blaster	5	15000	130	A massive, out-of-this-world blaster that fires the most explosive, super high-energy blast you can imagine. This is input using the exclusive Plasma Blaster Spectrobes Card included with this guide!

SUITS

NAME	REQ LVL	PRICE	HP INC.	PROPERTY	DESCRIPTION
Basic Suit	1	300	100	Default	Standard suit for NPP officers. It raises your HP.
Durable Suit	2	1600	250	Default	Slightly more powerful than the Basic Suit and raises your HP higher.
Corona Suit	3	3200	400	Corona	A suit that gives you the Corona property just by wearing it.
Aurora Suit	3	3200	400	Aurora	A suit that gives you the Aurora property just by wearing it.
Flash Suit	3	3200	400	Flash	A suit that gives you the Flash property just by wearing it.
Power Suit	4	6000	500	Default	A basic, but powerful suit that significantly raises your HP.
Scaler Suit	5	9500	600	Default	The most powerful basic suit out there. It greatly increases your HP.
Corona S Suit	5	12000	650	Corona	A suit that gives you the Corona property just by wearing it and raises your HP immensely.
Aurora S Suit	5	12000	650	Aurora	A suit that gives you the Aurora property just by wearing it and raises your HP immensely.
Flash S Suit	5	12000	650	Flash	A suit that gives you the Flash property just by wearing it and raises your HP immensely.

RALLEN'S LEVEL

As you can see from the equipment list, Rallen must be at a certain level to equip the gear. The following table specifies how much experience you need to reach that next level.

LEVEL	EXP PTS TO LVL UP
1	1000
2	2000
3	3000
4	4000
5	N/A

ITEMS

You can find Items and Shops on Kollin and eventually through the Cyrus Express Machine in the Cargo Room of the Patrol Cruiser. Items are also sometimes won after a successful battle. The majority of these are used to replenish Rallen's or the Spectrobe's HP. The following is a complete list of all the items in the game:

NAME	DESCRIPTION	PRICE	HEAL AMT
Jet Pack	The Jet Pack allows you to quickly return to the front of your patrol cruiser.	N/A	N/A
Dimensional Coil	Webster, the museum curator, gives you this Dimensional Coil. Professor Kate needs it for her Tower research.	N/A	N/A
Crystal	One of the items stolen by the High Krawl. You find it abandoned on Darkmos.	N/A	N/A
Gold Prizmod	This Prizmod is one of the items that Gronos sucks up. It appears to be Aldous's, but it's pretty beat up.	N/A	N/A
Tower Fragment	This fragment is one of the items that Gronos sucks up. Professor Kate needs it for her Tower research.	N/A	N/A
Dynalium	You find this ancient artifact under Xelles. It appears to be the key to defeating the Krawl.	N/A	N/A
Solar Panel	These are panels you pick up at the Fossil Research Lab on Genshi to eliminate the shadow in the jungle.	N/A	N/A
Dynalium Materials	Webster, the Museum curator, gives you these materials, which are required to build the Dynaliums.	N/A	N/A
Basic Antidote	This curative restores 50% of Rallen's HP.	150	50%
Total Antidote	This curative restores 100% of Rallen's HP.	250	100%
Basic Serum	This serum restores 30% of a single Spectrobe's HP.	150	30%
Deluxe Serum	This serum restores 60% of a single Spectrobe's HP.	250	60%
Total Serum	This serum restores 100% of a single Spectrobe's HP.	500	100%
Basic Mineralum	This antidote restores 30% of all of your Spectrobes' HP.	800	30%
Deluxe Mineralum	This antidote restores 60% of all of your Spectrobes' HP.	1500	60%
Total Mineralum	This antidote restores 100% of all of your Spectrobes' HP.	2000	100%
Super Potion	This curative restores 50% of your entire party's HP.	2000	50%
Ultra Potion	This curative restores 100% of your entire party's HP.	3000	100%



MINERALS

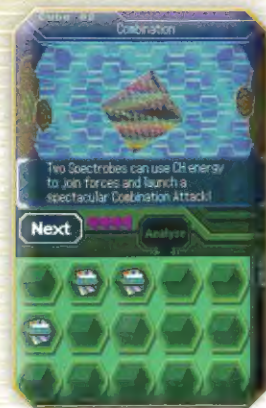
Minerals are a source of Minergy, which is like food for Spectrobes. The rare Minerals that don't provide much for Spectrobes are usually worth a lot of money. Hang on to these; don't feed them to your Spectrobes. Instead, sell them at the Shop on Nessa Colony. You can eventually sell them using the Cyrus Express Machine that is installed in your ship, but you lose 20% of their value by selling them to Cyrus.

Some Minerals can change the color of a Spectrobe. There are others that can adjust Spectrobes' values (the number of levels, battles, and Minerals fed) needed to evolve. The following is a list of all the Minerals and their individual stats:

	NAME	PROPERTY	MINERGY	GURA	HARDNESS	HP UP	ATK UP	DEF UP
	Coronium C	Corona	5%	10	0	0	0	0
	Coronium B	Corona	10%	40	1	0	0	0
	Coronium A	Corona	20%	80	2	0	0	0
	Coronium A+	Corona	30%	100	3	0	0	0
	Aurorium C	Aurora	5%	10	0	0	0	0
	Aurorium B	Aurora	10%	40	1	0	0	0
	Aurorium A	Aurora	20%	80	2	0	0	0
	Aurorium A+	Aurora	30%	100	3	0	0	0
	Flashium C	Flash	5%	10	0	0	0	0
	Flashium B	Flash	10%	40	1	0	0	0
	Flashium A	Flash	20%	80	2	0	0	0
	Flashium A+	Flash	30%	100	3	0	0	0
	Dark C	Dark	5%	10	0	0	0	0
	Dark B	Dark	10%	40	1	0	0	0
	Dark A	Dark	20%	80	2	0	0	0
	Dark A+	Dark	30%	100	3	0	0	0
	Aurorium S	Aurora	50%	150	2	0	0	0
	Coronium S	Corona	50%	150	2	0	0	0

	NAME	PROPERTY	MINERGY	GURA	HARDNESS	HP UP	ATK UP	DEF UP
	Flashium S	Flash	50%	150	2	0	0	0
	Evolve B	N/A	0%	100	0	0	0	0
	Evolve L	N/A	0%	100	0	0	0	0
	Evolve M	N/A	0%	100	0	0	0	0
	Chroma 1	N/A	0%	50	1	0	0	0
	Chroma 2	N/A	0%	50	2	0	0	0
	Chroma 3	N/A	0%	50	2	0	0	0
	Platinum	N/A	10%	1000	2	0	0	0
	Pearl	N/A	10%	1400	2	0	0	0
	Sapphire	N/A	10%	2000	2	0	0	0
	Emerald	N/A	10%	3000	3	0	0	0
	Ruby	N/A	10%	4000	3	0	0	0
	Diamond	N/A	10%	10000	3	0	0	0
	Gold	N/A	10%	6000	3	0	0	0
	ATK Seed	N/A	0%	100	2	0	2	0
	DEF Seed	N/A	0%	100	2	0	0	2
	HP Seed	N/A	0%	100	2	20	0	0

If a Mineral's hardness level is large, it means that mineral can be broken easily.



CUBES

Cubes contain the secrets of the Spectrobes. These glimmering objects often contain helpful hints and tips, as well. If you find a Cube, be sure to use the Cube Machine in the Patrol Cruiser's cargo room to analyze it.

EXCAVATION

To find Spectrobes, you must dig up Fossils, which requires a Child Spectrobe, excavation tools, and digging know-how. An area must be clear of Krawl before the Child Spectrobe set in the Prizmod appears by your side; you need to make the site safe or the Spectrobe will hide.

Touch the Child Spectrobe or press the Y Button to scan the ground nearby. If anything is buried within the scan radius, it will glow and shine. The emanating color indicates what's buried beneath that spot. Minerals glow blue, Fossils glow yellow, and Cubes glow the color of the rainbow. Walk over to the mark, or touch it to begin excavation. There are also rare Mystery Stones, which glow pink. Be sure to be on the look out for them!

EXCAVATION SYMBOLS	
Color	Item
Yellow	Fossil
Blue	Mineral
Rainbow	Cube
Pink	Mystery Stone



Once your Child Spectrobe has located an excavation symbol, walk into or touch the symbol to enter excavation mode. Then tap the Touch Screen with the Stylus to dig through the layers of rock. Remember that most objects are buried under several layers of hard rock. Touch layers to bust through them so you can begin excavation.

Once you reach the object, clear away the obstructions using the drill and other tools. Blow into the microphone, or use the Blower tool to clear away the debris as you continue to dig. Each tool digs in a unique way, so be sure to try them all out. Once you've excavated 90% or more, you can pick up the object by touching the Pick Up icon.

DON'T BREAK IT!

Be careful! Using excavation tools directly on a Spectrobe Fossil after the ground is already excavated can damage it. Keep an eye on the damage meter on the top screen. Damaging a Fossil too much during excavation will destroy it.

SCANNING

Using the scanner allows you to retrieve information about buried objects, including their shape. Scan first, then outline the shape with the drill. Next, turn the scanner off and begin excavating now that you know your boundaries. Using the scanner does not hurt your chances for getting a crown on perfectly dug Fossils.

CROWNS

Fossils 100% excavated with no damage and within 60 seconds are marked with a crown. Spectrobes that awaken from Fossils with a crown mark can evolve into Adult Form without any Minerals. You must select it to Evolve. These Spectrobes are more powerful than normal.

SUCCESSFUL EXCAVATION

You earn experience points by successfully excavating, which raises your excavation level. As this happens, the chance of damaging buried objects decreases, making it easier to earn even more experience points for successful excavation.

EXCAVATION INTERFACE

The excavation screen is used for digging up things you locate when scanning the ground. The Tool icon shows which tool you currently are using. The Depth Gauge indicates how deep the object is buried. The Damage Gauge displays how much damage is inflicted to the object when it is damaged using a tool. The Energy Gauge will decrease if you damage the object. If it depletes completely, you'll fail the excavation. You can pick up an object once you've unearthed 90% or more of it. When you excavate 100% of it, you automatically pick it up.

SCAN MONITOR

The Scan Monitor at the top of the screen shows which object you are excavating. Using the scanner does not hurt your chances at getting a crown on Fossils in perfect condition.



THE TOUCH SCREEN

Touch the Tool icon or press the L Button to go to the Tool Selection screen. Touch the scan icon or press the R Button to scan around the object. Press an icon twice to go back to the regular screen. Once the pick up icon lights up, you can touch it to pick up the buried object. Touch the Exit icon or press the B Button to stop excavation and return to the field map.

EXCAVATION TOOLS

NAME	DESCRIPTION	PRICE
Drill	This basic tool of excavation can chew through solid rock.	N/A
Blower	This tool is used to dissipate the gas emitted when drilling and to cool down certain areas.	N/A
Recovery Tool	This tool can be used to repair Fossils that have been damaged during the excavation process.	350
Piton	This tool can be used to excavate a predetermined area all at once.	4500
Fire Drill	This tool is handy when you want to excavate in ice.	700
Water Drill	This tool is handy when you want to excavate in lava.	1600
Blower S	This enhanced blower can clear away the dust and debris of excavation with a single blast.	1000
Vacuum	This tool is handy for underwater excavation. It can suck up debris and clear up cloudy water.	1300
Diga Tool	This mechanical device can be used to automatically excavate an item you have excavated before.	6500
Blast Tool	This explosive material can instantly excavate anything buried in the ground, but might also destroy it.	2000

EXCAVATING ENVIRONMENTS

As you travel to different planets, you discover various excavation hurdles to overcome. You'll encounter normal rock, sand, water, ice, lava, and swamp. Each of these environments calls for unique excavation techniques.

EXCAVATING IN ROCK

Blast through layers of rock with multiple touches until a portion of the item appears. Then use the scanner to find the outline of the item. Trace around it with the drill. Turn the scanner off and begin excavating carefully with multiple small taps all around the item; long hard strokes often damage the item.



EXCAVATING IN SAND

Use a blower (or better yet, blow into the microphone) to blow away sand, then continue with normal excavation.

EXCAVATING IN WATER

Suck dirty water away with the Vacuum. More murkiness appears as you excavate, but the amount should not impede your quick excavation.

EXCAVATING IN ICE

Ice is melted away with the Fire Drill, but it slowly returns, so make sure to burn all ice thoroughly away and in a large radius around your item (use the scanner to define the borders). Ice covering edges of your item prevents you from pulling it out of the ground.



EXCAVATING IN MUD



Suck up mud using the Vacuum. It quickly returns, so make sure to vacuum all mud thoroughly away and in a very large radius around your item. Mud covering the edges of your item prevents you from pulling it out of the ground. Out of all the surfaces that return to the excavation area, this is the quickest and most difficult to dig in.

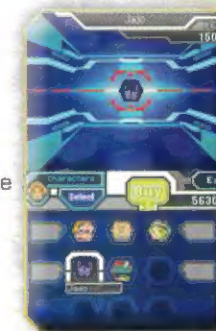
EXCAVATING IN LAVA



Use the Water Drill to cool lava, which clears it from the buried item. The lava slowly heats up and returns, so make sure to drench all lava thoroughly away and in a large radius around your item. Lava returns (not as quickly as swamp mud, but faster than ice), so try to excavate quickly before it returns and more drenching becomes necessary. Lava covering the edges of your item prevents you from pulling it out of the ground.

BADGES

Badges are unlocked as you progress through the game and talk to characters and awoken Spectrobes. To unlock a Badge for purchase, you must have interacted with the subject of the Badge first. You can find Badges at the Badge Shop on Kollin, along with a few other places indicated here:



PURCHASING BADGES

PURCHASE METHOD	LOCATION
Badge Shop	Kollin
Vending Machine	Fons Ruins
Vending Machine	Ziba main planet
Vending Machine	Nox (on the satellite)
Vending Machine	Malik
Cyrus	Nessa Colony

BADGES

BADGE NAME	PRICE	BADGE NAME	PRICE
RALLEN	1500	DONGOR	100
JEENA	1500	DONGORA	100
ALDOUS	200	DONGIGA	100
GRANT	200	BARTOR	100
WEBSTER	200	BARTOLOR	100
PROF. WRIGHT	200	BARTOLOSA	100
CYRUS	6500	AOI	100
KATE	200	AOBA	100
DAVE	100	AOBASAR	100
HANK	100	KOMAINU	100
KRUX	8000	KOMANOTO	100
JADO	150	KOMADOROS	100
GELBERUS	150	SHAKIN	100
MAJA	150	SHAKOR	100
GRONOS	150	SHAKOBLAD	100
DIGG	100	ZOZA	100
WAKABA	150	ZOZANE	100
VILAR	100	ZOZANERO	100
VILAMASTA	100	GRILDA	300
VILANOX	100	GRILDEN	300
SEGU	100	GRILDRAGOS	300
SEGULOS	100	GEJIO	100
SEGULARA	100	GEJIGEN	100
HARUMI	100	GEJIGAGE	100
HARUMITE	100	KASUMI	100
HARUMITEY	100	KASUMITE	100
SPIKO	100	KASUMIRE	100
SPIKAN	100	SAMUKABU	300
SPIKANOR	100	SAMURITE	300
NAGU	100	SAMUGEKI	300
NAGURYU	100	KUBAKU	100
NAGUZORO	100	KUGANON	100
INKANA	100	KUGASTER	100
INKANAPA	100	MASETTO	100
INKAFLARE	100	MASEROBO	100

BADGES

BADGE NAME	PRICE	BADGE NAME	PRICE
MASETOSU	100	SHIMAINU	100
DANAWA	100	SHIMANOTO	100
DANAPIX	100	SHIMADOROS	100
DANAPHANT	100	DARUCHO	100
TENKRO	100	DARUTORI	100
SENKRO	100	DARUTAKE	100
GEKIKRO	100	BOMA	100
MOSSARI	100	BOMA-BOMA	100
MOSSARITO	100	DOMA-BOMA	100
MOSSAX	100	AZAPI	100
MESA	300	AZAMARU	100
MESABONE	300	AZAMAROS	100
MESATHORN	300	SENPU	100
WINBA	100	SENPURA	100
WINBUS	100	SENPUGA	100
WINDORA	100	AZEKO	100
THUNBA	100	AZENOR	100
THUNDOR	100	AZEWANA	100
THUNDORA	100	MANTRADOR	100
VILAKROMA	2500	MANTRADORA	100
GAGONG	100	MANTRADOS	100
GORGONG	100	PAGO	100
ZERAGONG	100	PAGONI	100
KOROKO	100	PAGOYAMA	100
KOROGKI	100	LEO	100
KOROZAMA	100	LEOPUBA	100
OJIMARU	100	LEOZAR	100
OJIDONO	100	TOBASU	100
OJIZAMA	100	KETOBASU	100
TAMAZOA	100	BUTOBASU	100
TIAZOA	100	DENDEN	100
GOKAZOA	100	DENDAMA	100
MUGON	100	DENPACHI	100
CHOMUGON	100	KARAKURI	100
GEKIMUGON	100	KAMAKURI	100

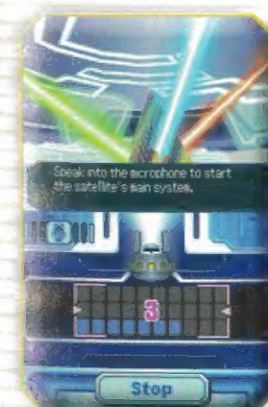
BADGES

BADGE NAME	PRICE	BADGE NAME	PRICE
GEKIKURI	100	NOKOKO	300
HAPACHA	100	NOKOGIRO	300
HAPAZOA	100	NOKOGILLA	300
HAPAXION	100	SHOGYO	100
ANUBI	100	CHUGYO	100
ANUBOS	100	DAIGYO	100
ANUBEROS	100	HANEOTO	100
RYZA	100	HANEGAKU	100
RYGAZELLE	100	HANEBAKUON	100
RYDRAKE	100	KIBATEKKA	1500
TORGA	100	BAKURAIYA	1500
TORGAZAR	100	ISADORA	1500
TORGALLUP	100		

LAB SYSTEM



Take the Blue Elevator in your Patrol Cruiser down to the Cargo Room. The Lab System is found here. This is where you go to manage everything Spectrobe related. In the Lab System, there are the following choices: Awaken, Incubator, Line Up, Database, and Badges. If your Lab System does not contain all these options, then you must still progress further through Story mode.



AWAKEN

The "Awaken" option in the Cargo Room's Lab System is the first available option in the game. This unlocks when you return from the Museum the first time to get a Fossil.

To awaken a Spectrobe, drag and drop the Fossil you wish to awaken to the center of the Touch Screen. Then slide it upward into the machine by moving the Stylus in an upward motion.

Touch the START icon to turn on the microphone. The voice meter will move if you speak to the Fossil. Keep the meter within the zone until the count of three to awaken the Fossil. The color of the Spectrobe once it's awakened depends on your actual voice. Try humming or singing a single, steady note to achieve this.

The Awaken Meter is a little different than the original *Spectrobes* game. This time around, there are three rows of meters that represent pitch. A low note lights up the bottom row of lights, a mid-tone pitch lights the middle row, and a high pitch lights the top row of lights. Lighting up these different rows during successful incubation awards you different color Spectrobes. You don't change the properties of the Spectrobes, but you achieve their colors varieties. If you put in a Corona Fossil, it will come out red no matter what, but by achieving different pitches during incubation, that red Spectrobe will have different color highlights all in the red hue. Put in a green Aurora Spectrobe and use different pitch awakenings to create different hues of blue.

INCUBATOR



The Incubator is used for training and evolving Spectrobes. There are a number of menu options lining the left corner of the Touch screen. The following is a description of these menu options:

The top-right option allows you to choose which Spectrobes to put into the Incubator. You can place no more than two Spectrobes in a single room. You cannot access this option from the Prizmod; it's only available in the Lab System in the Cargo Room on your Patrol Cruiser.



The icon to the left of the Spectrobe Selection icon lets you arrange a battle with Krawls. The Krawl that you battle in the incubator are dummy Krawl that do not move. These battles are to test out and learn Spectrobe attacks; you cannot level up during these battles. You can choose which property of Krawl your Spectrobes battle. Confirm your choice and the battle begins. Press and hold SELECT to run from the battle.



The Mineral icon allows you to take Minerals you have excavated and feed them to the Spectrobes in the room by placing them in a tray that holds a maximum of eight.





With the Magnifying Glass icon, you can select either one of your Spectrobes in the room. This is called, "Close-up mode." Once selected, a new menu appears where you can evolve a Spectrobe, equip a Custom Part to it, or rename it.

The Environment icon allows you to change the type of the room to a specified property. Place Spectrobes in rooms that match their property for the best results. Placing a Spectrobe with the same property as the Environment increases the effects of the Minerals fed to the Spectrobe.



The bottom-left icon is used to switch between the four Incubator rooms. To move from one room to the next, instead of backing up to the Room menu, just press the L and R buttons to scroll in the respective direction to the next room. With one of the exclusive cards included in this guide, you can have an additional four rooms! Input the "Extra Rooms" Spectrobes Card in the Card Input Machine in the Cargo Room to add more rooms to the Incubator.



INCUBATOR CLOSE-UP MODE

One of the major functions of the Incubator is Close-up mode. This is where you can watch a Spectrobe closely and check the conditions for evolving it. Touching one of the four icons performs all the different functions in this mode. Here are the Touch screen icon details:



Touch the top-right icon to change the name of the Spectrobe. You can call it whatever you like.



Touch the top-middle icon to attach or change a Spectrobe's Custom Part. Custom Parts not only alter the Spectrobe's appearance, but their stats as well.

CUSTOM PARTS

Attaching Custom Parts to Spectrobes can increase their Attack and Defense to make it even stronger. Custom Parts are found in Mystery Stones. Each Spectrobe has a Normal, Attack, and Defense Custom Part. Attaching the part increases attack or defense respectively.



Touch the bottom-left icon to evolve the Spectrobe. Spectrobes will sparkle when they are ready to evolve, so that is the time to touch this icon. The Spectrobe will be engulfed in light and will evolve to its next form. Touching this icon does absolutely nothing if the Spectrobe is not ready to evolve.

LINE UP

The Line Up screen is where you manage all of your Spectrobes. There are three major functions you can use to do this. From here, you can decide which Spectrobes to take with you on the field and choose which ones to put into the Incubator. Touch the icon on the upper-left corner of the Touch screen to switch between modes. The order of the modes that you can switch between is the Prizmod, Incubator, and Server. Master using these screens, as they are the key to managing all of your Spectrobes.

SERVER

The Server is the bottom part of the first menu reached in the Line Up menu. This is where all your other Spectrobes are kept. You can scroll through your available Spectrobes and select them for discarding. Touching the icon allows you to move between rooms to discard Spectrobes. Slide a Spectrobe into the Discard icon to get rid of it.

THE PRIZMOD



Dave gives you the Prizmod after basic weapons training at the beginning of the game. Press the X Button to open the Prizmod menu. From here, you can check your inventory, use items, change equipment, modify your battle formation, and also remotely access the Incubator rooms to train your Spectrobes. You can also touch the icon on the upper-right corner of the Touch Screen to open the Prizmod menu. If you ever find yourself lost and not knowing what to do or where to go next, use the Missions tab in the Prizmod for a current objective message.

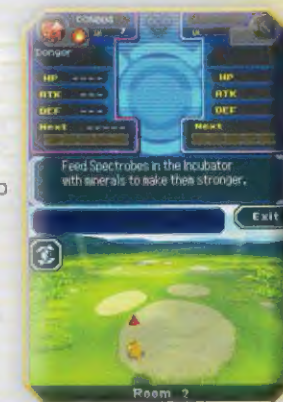
The Line Up in the Lab System is where you place Spectrobes that you want to place in your Prizmod and take with you into the field and into battles. Slide a Spectrobe into one of the seven slots to set them in the Prizmod. You can place as many as two Spectrobes for battle and up to four more for support. That's a maximum of six Adult and Evolved Spectrobes and one Child you can carry in your Prizmod. You can swap battle Spectrobes with support ones, so make sure to fill up all of those Support slots.



FEEDING SPECTROBES



Feed Spectrobes Minerals to make them grow strong. All the Minerals you have collected appear in the Feed menu. Touch a Mineral you would like to feed the Spectrobe in the room, then drag and drop it into the feeding tray with the Stylus. The feeding tray holds up to eight Minerals. Press the "Start Feeding" icon to return to the Incubator room so you can feed the Minerals to the Spectrobes.



Spectrobes evolve from Minergy, which is earned during battle. However, Minerals are the best source of Minergy. By feeding them Minerals, you can level them up fast, which also makes them stronger. It's safe to say that the color of the Mineral should match the property color of the Spectrobe you are feeding, as a general rule of thumb.

BATTLING WITH SPECTROBES NORMAL ATTACKS

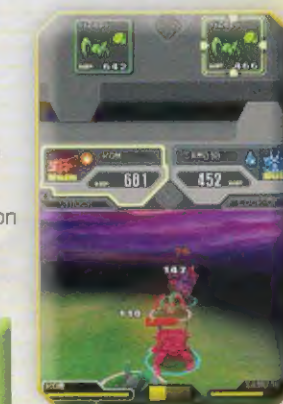
Use the +Control Pad to move. Quickly press Up twice to perform a dash. Press the A Button to attack. Some Spectrobes can pull off consecutive attacks. The attack range for each Spectrobe is different, so be sure to practice with them all. Attacking without locking on a specific enemy is called a Free mode attack. Switch to "Lock-on mode" to make it easier to connect with your attacks. Just press the R Button to lock on an enemy. Press the L Button to cancel Lock-on mode.

RUN AWAY

Hold the SELECT button during battle to run away from the fight. Don't be afraid to retreat if you think you aren't prepared for the type of Krawl you are fighting.

CH ATTACK

Each Spectrobe has its own individual Normal Attack and Charge Attack (also known as CH Attack). Spectrobes can also perform a Combination Attack with a partnered Spectrobe, but your CH Gauge must be full enough to perform these types of attacks. The type of Combination Attacks that Spectrobes can use depends on their state of evolution and individual characteristics. Combination Attacks require both Spectrobes; you cannot use it if one of them falls in battle.





SINGLE AND COMBINATION ATTACKS

The CH Gauge increases a little each time you attack with a Spectrobe. To use a CH Attack (single or combined), you must have enough CH energy stored to command the Spectrobe to unleash a CH Attack or Combination Attack.

The B Button performs a single Spectrobe attack and the Y Button initiates a combined unique attack. Combination Attacks are powerful and will damage every enemy on the battlefield.

SPECTROBE SWITCHING

You can switch between both your Spectrobes during battle. Press the X Button to alternate between them. The key to battle is being able to switch back and forth. When controlling one Spectrobe, the other will move and attack on its own.

BATTLE PRIZES



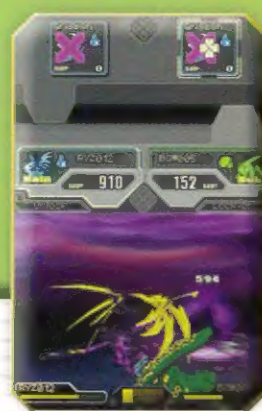
You earn Minergy, Gura, and possibly items after each battle is won. Your Spectrobe's level increases with each completed bout. The number of points required for your Spectrobes to reach the next level is displayed at the bottom of the screen after each battle is complete.

REVIVING SPECTROBES

You can revive Spectrobes in battle if their HP reaches zero. Move to the area where it was defeated and you'll find a glowing orb. Move toward it when your Charge Meter is completely full, then press the Y Button to revive the fallen Spectrobe. You can boost your Charge Meter by attacking enemies. Performing missed attacks from a distance also makes it rise; just more slowly. This allows you to raise the gauge while remaining out of harm's way.

KNOW YOUR ATTACK RANGE

Spectrobes have varying attack ranges; and so do Krawl. If your Spectrobe strikes with long appendages, you can stand just out of range of the Krawl's reach and perform close-combat attacks without any fear of a close-range counterattack.



FALLEN SPECTROBE SHIELD TRICK

When a Spectrobe falls in battle, a glowing orb appears on the battlefield where it fell. This is where you go to revive the Spectrobe. Before doing this, however, you can use the orb as a shield. Hide behind the orb and shoot enemies through it; your adversaries cannot pass through the orb, but some long-range and medium-range Krawl attacks can penetrate it. For the most part, though, you are safe when hiding behind the orb of the fallen Spectrobe comrade.



Portal Cruising Mini-Game

The object of this challenge is to dodge the oncoming meteors and make it to the goal. If a meteor hits you, you'll lose speed. The distance to the goal is shown at the top of the top screen. Below that is your current time and your best record. Dodge oncoming meteors as you race toward the goal. Touch the flight handles and slide the Stylus to move the cruiser. You can also move by pressing left and right on the +Control Pad. Touch one of the gear icons to change the speed of the cruiser. You can also do this by pressing up or down on the +Control Pad or the X Button and the B Button. You can touch the Warp icon to end this Mini-Game at any time.

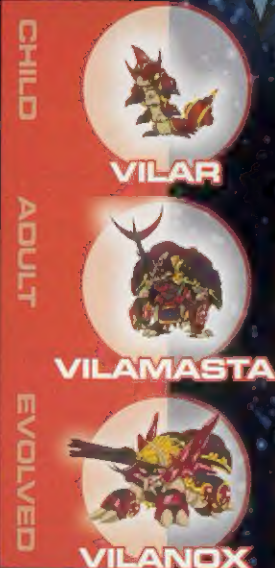
SHIP PARTS

Equip Ship Parts on Kollin's Service Bay, located in Area 2 on the Navigation menu. The following is a complete list of Ship Parts. The Marine Wing is a BradyGames exclusive part that is attained using the Spectrobes Card that's included in this guide! You must unlock the card input system before acquiring the Marine Wing parts pack. This happens after Aldous's capsule is placed in the ship. For details on all the Unlockables, see the **Extras** chapter of this guide.

NAME	IMAGE	TYPE	REQUIRED ITEMS		
			METALIUM	TITANIUM	MARBLE
Type 01, Jet Wing		TOP	8	4	1
		SIDE	1	8	4
		REAR	4	1	8
Type 00, Sky Wing		TOP	4	3	0
		SIDE	0	6	2
		REAR	2	0	4
Type 02, Disc Wing		TOP	9	6	1
		SIDE	1	9	7
		REAR	7	1	9
Type 03, Drill Wing		TOP	8	2	0
		SIDE	1	4	1
		REAR	4	0	2

NAME	IMAGE	TYPE	REQUIRED ITEMS		
			METALIUM	TITANIUM	MARBLE
Type 04, Marine Wing		TOP	8	5	1
		SIDE	1	9	4
		REAR	4	1	8
Type 05, Beetle Wing		TOP	2	4	0
		SIDE	0	8	2
		REAR	1	1	4
Type 06, Jaw Wing		TOP	4	1	1
		SIDE	0	2	4
		REAR	2	0	8
Custom, Ancient Wing		TOP	0	0	0
		SIDE	0	0	0
		REAR	0	0	0

SPECTOBE-DEX



Moving clumsily with its stiff body, this hard worker constantly scans the ground.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	4.2 FT	68 LB	CORONA	3	7

This trusty fighter rushes to its ally's defense with its pronged horn and tough armor.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	4.9 FT	290 LB	CORONA	1970	263	376
CH ATTACK NAME		CH ATTACK DESCRIPTION				
GOREBASH		GATHERS STRENGTH IN ITS HORN, AND ATTACKS ALL THE ENEMIES AROUND IT.				
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
31		14		9		

This defensive powerhouse has a powerful cannon and never lets its enemies escape.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.1 FT	3747 LB	CORONA	1070	206	371
CH ATTACK NAME		CH ATTACK DESCRIPTION				
RAMCANNON		CHARGES THE ENEMY AND THEN FIRES A POINT-BLANK BLAST.				



This prankster looks like a cracked egg and likes to play tricks on others.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.6 FT	24 LB	AURORA	4	4

Normally spinning happily, this little whirlwind is a madman in battle with its two shields.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5.5 FT	352 LB	AURORA	1820	294	374
CH ATTACK NAME		CH ATTACK DESCRIPTION				
GYROSTRIKE		ROTATES WITH FIERCE SPEED AND THEN BASHES INTO THE ENEMY.				
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
40		11		8		

This ball of plasma leisurely floats in the air, but will mercilessly shock its attackers.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	6.5 FT	551 LB	AURORA	990	141	245
CH ATTACK NAME		CH ATTACK DESCRIPTION				
ELECTRIFY		RAINS DOWN BOLTS OF LIGHTNING ONTO ITS ENEMIES.				



This voracious eater uses its big pinchers to dig for Minerals and tends to laugh a lot.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	37 LB	FLASH	3	5

Big pinchers, sharp spikes, and surprisingly quick movement make this fighter a serious threat.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	6.2 FT	440 LB	FLASH	1690	156	259
CH ATTACK NAME		CH ATTACK DESCRIPTION				
ROTORAZOR		SPINS RAPIDLY AND THEN BODY SLAMS ITS ENEMY, USING ITS SPIKED BACK TO MAXIMIZE EFFECT.				
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
29		14		10		

This walking tank has a hard shell and always helps allies, but it can also be a bit stubborn at times.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	6.8 FT	837 LB	FLASH	1950	271	304
CH ATTACK NAME		CH ATTACK DESCRIPTION				
FURYFLASH		SPREADS ITS CLAWS AND THEN SPINS TO SLASH ENEMIES AROUND IT.				



This voracious eater uses its big pinchers to dig for Minerals and tends to laugh a lot.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.9 FT	37 LB	AURORA	3	3

The spiked ball on the end of its tail allows this powerful fighter to mow down enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.2 FT	374 LB	AURORA	1810	411	264
CH ATTACK NAME		CH ATTACK DESCRIPTION				
HAMMERSLASH		SLAMS ITS TAIL DOWN, CREATING THREE SHOCKWAVES THAT DAMAGE DISTANT ENEMIES.				
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
28		13		9		

This fearless fighter can crush almost anything with its massive spiked tail.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	8.2 FT	947 LB	AURORA	1970	166	243
CH ATTACK NAME		CH ATTACK DESCRIPTION				
SEISMASHOK		DAMAGES THE ENEMY AHEAD WITH A SHOCKWAVE BY JABBING ITS CLAWS INTO THE GROUND.				



NAGU



NAGURYU



NAGUZORO

This Spectrobo has a bit of an attitude, but its lone eye lights up when happy.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.6 FT	12 LB	FLASH	3	3

Always a faithful ally, this power puncher has a multi-punch attack and is scary when angry.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	3.2 FT	360 LB	FLASH	1690	135	284
CH ATTACK NAME	NAGLNOKK RUSHES UP TO ITS ENEMY AND DELIVERS A POWERFUL COMBO PUNCH					
LVL REQ FOR EVOLVE	16		15		10	

Heavy punches and fireballs are this calm and fearless fighter's weapons of choice.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.4 FT	158 LB	FLASH	2050	150	284
CH ATTACK NAME	OMATORCH ATTACKS ENEMIES WITH ENERGETIC ASTEROID FIRE					



INKANA



INKANARA



INKAFLARE

This cheerful Spectrobo with a flaming head is always laughing, as if its heart burns with joy.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.7 FT	30 LB	CORONA	3	3

This fiery beast never stops once it starts running and dances around when happy.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.9 FT	1565 LB	CORONA	1670	207	319
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	PYROBATH FIRES FLAMETHROWERS FROM ITS SHOULDERS, CAUSING DAMAGE OVER A WIDE AREA					
LVL REQ FOR EVOLVE	27		15		10	

Fueled by magma energy, this walking firebrand packs a powerful punch.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	8.5 FT	3300 LB	CORONA	2030	339	360
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	HOT MARCH ATTACKS ENEMIES WITH ENERGETIC ASTEROID FIRE					



DONGOR



DONGORA



DONGIDA

This powerful fighter is skilled at charging with its heavy body and moves at its own pace.

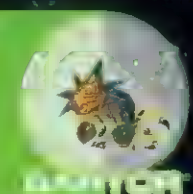
FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	70 LB	CORONA	2	6

This powerful fighter is skilled at charging with its heavy body and moves at its own pace.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	8.8 FT	2160 LB	CORONA	2230	393	362
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	DON JORAM CHARGES FORWARD AND THROUSTS ITS TWO HORNS AT ITS ENEMY					
LVL REQ FOR EVOLVE	26		10		10	

This heavy hitter shakes the ground as it tramples enemies and can also spit magma balls.

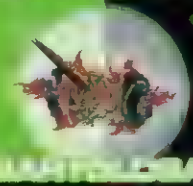
FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	12.4 FT	6534 LB	CORONA	2410	239	320
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	MAGMA BOOTH ATTACKS ENEMIES WITH ENERGETIC ASTEROID FIRE					



DUNTOR



DUNTOR



DUNTOR

This playful fellow likes to curl into a ball and roll about, but is usually shy and quiet.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	20 LB	AURORA	3	3

This lumbering mass of spiked armor is almost totally protected from enemy attacks.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5.2 FT	507 LB	AURORA	1920	259	378
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	GYRASPIKE CURLS UP INTO A SPIKY BALL AND THEN LEAPS THROUGH THE AIR TO CRASH INTO ITS ENEMIES					
LVL REQ FOR EVOLVE	27		12		8	

This cannon-like Spectrobo is a heavy hitter with its massive horn, but is also good-natured.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	5.5 FT	1014 LB	AURORA	840	192	396
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	REVORECK ROTATES AT AWESOME SPEED AND SPINS IN A LARGE CIRCLE, STRIKING ENEMIES WITH ITS HORN					



AOI



AOBA



AOBAR

With sharp eyes and an attitude to match, this flyer glides around, searching the ground.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.9 FT	11 LB	FLASH	5	3

This skilled aerial fighter flies swiftly and keeps a cool look despite being all fired up.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.2 FT	192 LB	FLASH	1440	182	238
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	OB WALL-OP DROPS BOMBS ITS ENEMIES HITTING THEM HARD WITH ITS BLADED TAIL					
LVL REQ FOR EVOLVE	20		11			

Magnificent jumping attacks and fancy finishing moves are this acrobatic fighter's specialty.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	8.8 FT	286 LB	FLASH	2030	291	302
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	TENPINSPIN PERFORMS TO AMP UP TORNADOES THEN HITS THEM AT ITS ENEMIES					



KOMAINU



KAMANOTO



KEMAGOROB

This easy-going fellow lives at its own pace and loves having its soft curly ears stroked.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.6 FT	22 LB	CORONA	3	5

Once it sinks its teeth in, this fanged champion is like a mad dog that never lets go.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	4.3 FT	501 LB	CORONA	1800	310	300
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	CHAMMIA SPITS A HUGE AND POWERFUL FIREBALL AT A DISTANT ENEMY					
LVL REQ FOR EVOLVE	26		13		9	

Normally docile, this massive beast destroys the enemy with a body like a ball of flames.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.8 FT	3425 LB	CORONA	1600	179	329
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CH ATTACK NAME	DEE-LOP SPITS A GIANT FIREBALL AT A DISTANT ENEMY THAT EXPLODES UPON CONTACT					

CHILD
ADULT



SHAKIN



SHAKOR



PHAKOLAD

Like the steely knife it resembles, this Spectrobe has a spirit that won't bend or break.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.2 FT	42 LB	FLASH	3	1

This bladed fish-like fighter swims through the air, attacking enemies with quick strikes.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	11.8 FT	815 LB	FLASH	1710	339	222

CH ATTACK NAME: GORABORE CH ATTACK DESCRIPTION: TAKES AN ENEMY, THEN JUNGES FORWARD WITH BOTH HANDS ATTACK.

LVL REQ FOR EVOLVE: 21 BATTLES REQ FOR EVOLVE: 11 MINERALS REQ FOR EVOLVE: 1

This bladed dragon-like fighter sails through the air, chopping enemies to bits when angry.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	19 FT	2866 LB	FLASH	2930	168	329

CH ATTACK NAME: AXE HACK CH ATTACK DESCRIPTION: SLAMS DOWN ITS BODY ON ENEMY, CAUSING MASSIVE DAMAGE.



ZORA



TOZANII



TOZANERO

This strong-willed Spectrobe takes good care of the big floppy ears that allow it to fly.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.2 FT	15 LB	FLASH	1	1

This proud speed freak is almost unstoppable as it crushes evil with high-speed gyrations.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.2 FT	248 LB	CORONA	1610	192	243

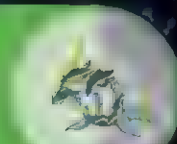
CH ATTACK NAME: T. ROLLER CH ATTACK DESCRIPTION: PERFORMS A ROLLING ATTACK, BEATING ENEMIES WITH THE BODY.

LVL REQ FOR EVOLVE: 21 BATTLES REQ FOR EVOLVE: 11 MINERALS REQ FOR EVOLVE: 1

With sharp spines on its back, this powerful yet graceful fighter is without equal.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	8.8 FT	992 LB	CORONA	1840	23	266

CH ATTACK NAME: D. D. G. CH ATTACK DESCRIPTION: PERFORMS A DANCE, CAUSING ENEMIES TO BE DANCING AND WEAKENED.



OPODA



GHODON



COLIGADOR

This three-headed beastie is excitable and always happy as it searches the ground with care.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.6 FT	58 LB	FLASH	1	1

This two-headed creature defeats enemy after enemy using its blades and powerful Hurricane attack.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	6.8 FT	705 LB	AURORA	730	166	229

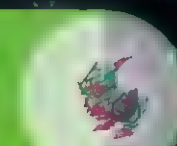
CH ATTACK NAME: H. RUCANE CH ATTACK DESCRIPTION: ATTACKS ENEMIES WITH BOTH BLADES, CAUSING MASSIVE DAMAGE.

LVL REQ FOR EVOLVE: 21 BATTLES REQ FOR EVOLVE: 11 MINERALS REQ FOR EVOLVE: 1

This born fighter is a champion of the battlefield with its Rapidretch flame attack.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	21.9 FT	3527 LB	AURORA	810	149	260

CH ATTACK NAME: RAPIDRETCH CH ATTACK DESCRIPTION: PERFORMS A RAPID RETCH, CAUSING ENEMIES TO BE BURNED.



LUDO



LUDON



LUDON

This nimble, stealthy workhorse has many eyes for searching, but tends to get lonely.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.8 FT	48 LB	AURORA	6	5

This goofy fighter walks slow, but has two powerful claws for battle. It always wants attention.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5.9 FT	352 LB	AURORA	1780	318	300

CH ATTACK NAME: KERFANGULA CH ATTACK DESCRIPTION: CHARGES ENERGY IN THE HORN OF ITS STOMACH, THEN SHOOT A BLAST WAVE AT ENEMIES.

LVL REQ FOR EVOLVE: 16 BATTLES REQ FOR EVOLVE: 10 MINERALS REQ FOR EVOLVE: 7

This multi-armed magician-like fighter uses a strange spell to attack its enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	7.2 FT	507 LB	AURORA	970	273	266

CH ATTACK NAME: R. S. D. N. F. CH ATTACK DESCRIPTION: PERFORMS A STRANGE SPELL THAT CREATES GLOWING CHARACTERS THAT DAMAGE ENEMIES AROUND IT.



KASUMI



KASUMITE



KASUMIRE

Floating weightlessly about, this fellow loves being pampered and anything to do with magnets.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.6 FT	0 LB	FLASH	4	3

This strange, weightless creature gets the job done, but who knows what it's thinking?

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	4.5 FT	0 LB	FLASH	760	164	194

CH ATTACK NAME: TRAPSLAT CH ATTACK DESCRIPTION: USES ITS STRANGE ROBE TO ATTACK ENEMIES AROUND IT, KICKING THEM FLYING.

LVL REQ FOR EVOLVE: 10 BATTLES REQ FOR EVOLVE: 11 MINERALS REQ FOR EVOLVE: 8

Slow and solemn, this spirit-like Spectrobe controls three helpers that can attack enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	6.2 FT	0 LB	FLASH	840	140	238

CH ATTACK NAME: M. P. E. CH ATTACK DESCRIPTION: PERFORMS A MASSIVE EXORCISM, CAUSING ENEMIES AHEAD TO BE MASSACRED.



SAMUKAIRU



SAMURITE



SAMUGRIK

This hard-shelled beast is actually quite timid, but tries to cover it up by acting tough.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.2 FT	50 LB	FLASH	3	5

With scimitar-like arms, this fierce warrior is always ready to slice 'n dice its enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5.2 FT	485 LB	FLASH	1790	251	358

CH ATTACK NAME: CAAPA CH ATTACK DESCRIPTION: CHARGES ITS ENEMIES WHILE SWINGING ITS MASSIVE ARM BLADE.

LVL REQ FOR EVOLVE: 26 BATTLES REQ FOR EVOLVE: 12 MINERALS REQ FOR EVOLVE: 8

This warrior is as serene as a gentle stream of water, but can attack with fierce rays from its arms.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	6.9 FT	325 LB	FLASH	1220	288	315

CH ATTACK NAME: R. C. A. P. T. A. CH ATTACK DESCRIPTION: PERFORMS A RAY OF LIGHT THAT IS A FORM OF FIRE, CAUSING ENEMIES AROUND IT TO BE BURNED.



KUZAKU

This strange three-in-one creature loves to get together with friends.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	0.8 FT	2 LB	AURORA	2	4

This walking battle tank travels the battlefield shooting fiery blasts from its cannon.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
ADULT	2.5 FT	617 LB	AURORA	1420	345
LABABOMB	LAUNCHES A POWERFUL BOMB AT THE ENEMY DIRECTLY AHEAD				
LVL REQ FOR EVOLVE	50	BATTLES REQ FOR EVOLVE		11	

Like a flying fortress, this fighter can devastate multiple targets on the ground.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
EVOLVED	7.2 FT	1080 LB	AURORA	2040	118
CH ATTACK NAME	BOMBUTZ	RELEASES DENSE M-SSES FROM BOTH WINGS AT DISTANT ENEMIES			



MAKITO

This hard worker takes its time with whatever it does and is always very curious.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.6 FT	64 LB	AURORA	4	5

This steel warrior moves with jerky robot-like motions, firing powerful laser blasts.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
ADULT	4.9 FT	881 LB	AURORA	960	179
EXPEDARLE	USES ITS MOUTH TO FIRE A WIDE LASER BEAM THAT CAN STRIKE DISTANT ENEMIES				
LVL REQ FOR EVOLVE	29	BATTLES REQ FOR EVOLVE		16	11

This loyal guardian fires powerful long-range beams from both arms.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
EVOLVED	8.5 FT	2138 LB	AURORA	1060	115
PHAROLAPF	EXTENDS ITS FOAM-BEAM ROCKET ARMS TO ATTACK DISTANT ENEMIES				



DANAWA

This skilled fossil hunter is a perfect support ally and is known for its huge eyes.

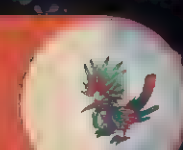
FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.0 FT	10 LB	CORONA	6	1

This kind warrior guards its allies and can be counted on when the going gets tough.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	6.0 FT	308 LB	CORONA	1810	222	328
CH ATTACK NAME		CH ATTACK DESCRIPTION				
LO-TAROLI	SLAMS ITS BODY INTO THE GROUND, CREATING A SHOCKWAVE THAT DAMAGES ALL ENEMIES AROUND IT					
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
36		15		8		

This massive golden warrior is nearly invincible as it charges into battle in a cloud of dust.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	9.5 FT	3969 LB	CORONA	2440	26	24
CH ATTACK NAME		CH ATTACK DESCRIPTION				
BROODER		SLAMS ITS MASSIVE BODY DOWN, CREATING A SHOCKWAVE THAT DAMAGES ALL ENEMIES AROUND IT				



TENKRO

This showoff thinks that it is so cool, but it hasn't even learned to fly yet.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.0 FT	10 LB	CORONA	1	4

This fighter lives for the battlefield and uses its steel plated fists to pound enemies.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
ADULT	5.5 FT	154 LB	CORONA	1600	158
CH ATTACK NAME	LOGISLAB	RELEASES A SWIFT AND POWERFUL COMBO ON A NEARBY ENEMY			
LVL REQ FOR EVOLVE	31	BATTLES REQ FOR EVOLVE		13	9

Whenever there are cries for help, this loyal ally will be there in a flash.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
E.V.O.L'ED	7.5 FT	970 LB	CORONA	1940	264	276
CH ATTACK NAME	CH ATTACK DESCRIPTION					
GEKIDAROT	SPINS RAPIDLY UNTIL IT BECOMES A RAGING TORNADO. THEN IT CHARGES AT DISTANT ENEMIES					



MOSSARI

This sleepyhead may look slow and lazy, but it will get the job done when it counts.

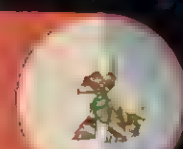
FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.0 FT	25 LB	FLASH	2	4

This fellow looks slow and is only interested in itself, but never fails to get the job done.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
ADULT	5.2 FT	66 LB	FLASH	1920	211
NOSEBLOWS	BLOWS SPITTING SMOKE FROM ITS NOSE, DAMAGING NEARBY ENEMIES				
LVL REQ FOR EVOLVE	25	BATTLES REQ FOR EVOLVE		9	6

Fluttering about like an alien butterfly, this creature is a riddle wrapped in an enigma.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
EVOLVED	11.1 FT	132 LB	FLASH	2000	108
POWADAPPER	FLIES AROUND ENEMIES, SPRAYING POWDER THAT DAMAGES ALL ENEMIES AROUND IT				



MERA

This little imp is already a decent fighter, but dreams of becoming even more powerful.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.0 FT	45 LB	CORONA	3	4

Claws, horns, spikes, and fangs make this fighting machine a force to be reckoned with.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	6.2 FT	1190 LB	CORONA	1900	236	261
CH ATTACK NAME		CH ATTACK DESCRIPTION				
MAKROBOMB		LAUNCHES THE SPIKES ON ITS BACK AT DISTANT ENEMIES, CAUSING DAMAGE OVER A WIDE AREA				
LVL REQ FOR EVOLVE		BATTLES REQ FOR EVOLVE		MINERALS REQ FOR EVOLVE		
23		11		0		

This formidable fighter overpowers enemies with the gigantic spikes on its back.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.8 FT	1449 LB	CORONA	2150	409	379
CH ATTACK NAME			CH ATTACK DESCRIPTION			
CATAPULT			LAUNCHES THE SPIKES ON ITS BACK AT DISTANT ENEMIES, CAUSING DAMAGE OVER A WIDE AREA			



Normally producing no more than a gentle breeze, this fellow's rotors are capable of much more.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.6 FT	30 LB	AURORA	4	4

This free spirit goes wherever it wants and has a fan tail that expresses its moods.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	5.5 FT	308 LB	AURORA	1030	205
EVOLVED	7.8 FT	903 LB	AURORA	2000	264
CH ATTACK NAME	CH ATTACK DESCRIPTION				
B CYCLONE	ATTACKS & STUNT ENEMIES BY LAUNCHING TORNADO'S FROM ITS BACK				
LVL REQ FOR EVOLVE	43		BATTLES REQ FOR EVOLVE	15	10

Appearing from amid a tempest, this wind warrior strikes accurately and with lightning-quick speed.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	7.8 FT	903 LB	AURORA	2000	264
CH ATTACK NAME	CH ATTACK DESCRIPTION				
WOLTRONICA	SES A BLAST OF FULFILLING POWER TO RAM INTO & STUN ENEMIES FOR MANY SECONDS				



This wannabe warrior looks mild, but is actually an electrifying kid that wants to be spoiled.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.9 FT	76 LB	CORONA	1	2

This little shocker looks scary, but is really quite kind and easygoing.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	1.8 FT	859 LB	CORONA	670	204
EVOLVED	8.5 FT	1036 LB	CORONA	189	284
CH ATTACK NAME	CH ATTACK DESCRIPTION				
CYCLOBURN	SHAKES ITS BODY, SENDS OUTS OF ELECTRICITY, THAT RECOILS ENEMIES				
LVL REQ FOR EVOLVE	43		BATTLES REQ FOR EVOLVE	11	7

With blinding speed, this master of lightning sends enemies ducking for cover.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	8.5 FT	1036 LB	CORONA	189	284
CH ATTACK NAME	CH ATTACK DESCRIPTION				
THUNDERAP	LIGHTNING SLAP, POWERFUL ATTACK THAT STUNTS ENEMIES				



The giant bell on its back makes this unusual Spectrobe instantly recognizable.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.9 FT	130 LB	AURORA	3	6

This fighter is aggressive, but will retreat into its shell turtle-style if startled.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	8.8 FT	2116 LB	AURORA	2130	269
EVOLVED	10.5 FT	4409 LB	AURORA	2320	286
CH ATTACK NAME	CH ATTACK DESCRIPTION				
PLDORILL	RETRACTS ITS LEGS AND SPINS LIKE A DRILL AS IT PLOWS INTO ITS ENEMY				
LVL REQ FOR EVOLVE	31		BATTLES REQ FOR EVOLVE	12	8

This fighter charges with sturdy horns, but retreats into its shell like a turtle if startled.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	10.5 FT	4409 LB	AURORA	2320	286
CH ATTACK NAME	CH ATTACK DESCRIPTION				
PERAREAM	FROG-LIKE LIPS FORM INTO AN ANTENNAE WHEN TALKING TO ENEMIES				



This six-faced Spectrobe sees in all directions and rolls around to express its emotions.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.6 FT	131 LB	CORONA	1	1

Roaring through the sky, seeking out enemies, this flying bullet destroys all in its path.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	6.2 FT	1940 LB	CORONA	1210	300
EVOLVED	10.8 FT	3968 LB	CORONA	2760	223
CH ATTACK NAME	CH ATTACK DESCRIPTION				
DOPPELBAM	SPLITS INTO TWO AND DELIVERS A POWERFUL SLAP COMBO TO THE ENEMY AHEAD OF IT				
LVL REQ FOR EVOLVE	50		BATTLES REQ FOR EVOLVE	18	12

This normally gentle giant has huge iron flats and will spin around when excited.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	10.8 FT	3968 LB	CORONA	2760	223
CH ATTACK NAME	CH ATTACK DESCRIPTION				
KOROFBI	SPINNES ITS FLAT IRON DISCS TO FORM A BARRIAGE OF SPINNING ENEMIES				



This precocious fossil hunter is a bit of a smart aleck, but obedient for the most part.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.6 FT	15 LB	CORONA	3	4

Enemies are reduced to ashes by this firebrand's flames, and its fiery dash clears the way!

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	5.2 FT	371 LB	CORONA	1640	291
EVOLVED	9.5 FT	462 LB	CORONA	1820	152
CH ATTACK NAME	CH ATTACK DESCRIPTION				
JAPADRIEL	ATTACKS THE ENEMY AHEAD BY HURLING STRAIGHT AT FIRE AFFIRMATION MISSILE				
LVL REQ FOR EVOLVE	46		BATTLES REQ FOR EVOLVE	12	8

This lone wolf is usually mild-mannered, but its fiery mane and nasty bite are a serious threat.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	9.5 FT	462 LB	CORONA	1820	152
CH ATTACK NAME	CH ATTACK DESCRIPTION				
SPEAR ARF	UP TO FIVE LAMES FROM ITS MOUTH THAT DAMAGE THE ENEMY AHEAD				



No one knows why this grouch is always angry and never smiles. Perhaps it is better that way.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
CHILD	1.6 FT	20 LB	FLASH	3	4

This free spirit goes where the wind takes it. All that stand in its way suffer the consequences.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
ADULT	5.2 FT	44 LB	FLASH	110	110
EVOLVED	6.8 FT	240 LB	FLASH	770	136
CH ATTACK NAME	CH ATTACK DESCRIPTION				
TAILING	SLASHES & BLOWING ENEMIES TO PIECES WITH ITS ARM AND TAIL BLADES				
LVL REQ FOR EVOLVE	7		BATTLES REQ FOR EVOLVE	12	8

This dancing drifter goes wherever it pleases and gets really angry when something gets in his way.

TYPE	HEIGHT	WEIGHT	TYPE	SEARCH NAME	MINERALS REQ. FOR EVOLVE
EVOLVED	6.8 FT	240 LB	FLASH	770	136
CH ATTACK NAME	CH ATTACK DESCRIPTION				
TALCO	PERFORMS A DANCE THAT DAMAGES ENEMIES AROUND IT				



MUGON

This fearless star-shaped Spectrobe is fond of popping up when and where it's least expected.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.8 FT	41 LB	FLASH	2		5

This dancing drifter goes where it pleases and gets really angry when something gets in its way.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	8.8 FT	61 LB	FLASH	1640	169	236

CH ATTACK NAME	CH ATTACK DESCRIPTION
SHIRIGON	QUICKLY SPINS ITS BODY AS IT LAUNCHES A FLUOROUS CHARGE AT THE ENEMY AHEAD

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
21	15	10

With a bladed body, this warrior is strong in battle, but tends to be quite lonely.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.8 FT	1631 LB	FLASH	1980	150	271

CH ATTACK NAME	CH ATTACK DESCRIPTION
GEKIBREAKER	SPINS ITS BODY LIKE A POWER DRILL AS IT CHARGES THE ENEMY AHEAD

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
31	16	11



CHIMAILU

This two-tailed fellow always wants to beat Komainu, but Komainu couldn't care less.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.8 FT	31 LB	CORONA	3		5

This hothead is quick to anger, likes attention, and throws tantrums when displeased.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.5 FT	780 LB	CORONA	1960	192	269

CH ATTACK NAME	CH ATTACK DESCRIPTION
SHIMADUKE	LEAPS AT THE ENEMY AND LUNES A SHOCKWAVE BY SLAMMING ITS FACE INTO THE GROUND

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
31	16	11



CHIMADOPUS

This fleshy showoff loves attention and finishes off enemies with a heroic charge.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.1 FT	3086 LB	CORONA	820	172	291

CH ATTACK NAME	CH ATTACK DESCRIPTION
SLAMBODA	SLAMPS AT ENEMIES, SENDING THEM FLYING IN ALL DIRECTIONS



BARUCHO

This lazybones loves to eat, but would rather have someone else search for Minerals.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.9 FT	61 LB	CORONA	1		3

This bulky enjoys being mean, which makes it an even greater threat to its enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	4.5 FT	352 LB	CORONA	610	123	222

CH ATTACK NAME	CH ATTACK DESCRIPTION
PHOTOBLAST	FIRE PHOTO ENERGETIC LIGHT ENEMIES CAUSING POWERFUL EXPLOSIONS

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
21	12	9



BARUTAKI

With strong claws, this fighter bats down anything in its way.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	5.9 FT	374 LB	CORONA	50	125	250

CH ATTACK NAME	CH ATTACK DESCRIPTION
BAP BOM	SLAMS ENEMIES CAUSING STUNNING DAMAGE



BOMALUMA

This little guy has quite an appetite for its size, and dances around when happy.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.0 FT	21 LB	AURORA	3		5

With ground shaking force, this curmudgeon sends all enemies flying through the air.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	7.8 FT	485 LB	AURORA	870	260	252

CH ATTACK NAME	CH ATTACK DESCRIPTION
BOMAWAVE	LEAPS UP AND SLAMS ITS LEGS DOWN, CREATING A SHOCKWAVE THAT DAMAGES SURROUNDING ENEMIES

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
20	18	12



BOMALUMA

With ground shaking force, this curmudgeon sends all enemies flying through the air.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	12.4 FT	4850 LB	AURORA	2660	315	371

CH ATTACK NAME	CH ATTACK DESCRIPTION
BOM BOM	DAMAGES ENEMIES OVER A WIDE AREA BY SLAMMING ITS BODY DOWN TO THE GROUND



AZAPI

This free spirit loves to play with its ball as it swings its hammer-like tail around.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.0 FT	10 LB	FLASH	3		1

With a body like a tank, this trusty warrior takes out enemies with its missiles.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	8.5 FT	1762 LB	FLASH	1620	551	300

CH ATTACK NAME	CH ATTACK DESCRIPTION
MASSIVE	FIRES THE MASSIVE MISSILE ON ITS BACK AT DISTANT ENEMIES

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
34	13	9



AZAMARU

As brave as a mighty king, this fish-like fighter keeps pushing ahead despite all danger.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.5 FT	1962 LB	FLASH	1660	294	309

CH ATTACK NAME	CH ATTACK DESCRIPTION
SHARKTIDE	FIRES SHARK TORPEDOES AT DISTANT ENEMIES, CAUSING DAMAGE OVER A WIDE AREA



SENPU

This little meddler likes to help when no help is needed. Its fan-like ears show how it feels.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	0.2 FT	20 LB	FLASH	2		3

This fellow can cut through a group of enemies, but it tends to get carried away.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	3.5 FT	7 LB	FLASH	1720	300	282

CH ATTACK NAME	CH ATTACK DESCRIPTION
SENPUWIND	SPREADS ITS BODY OUT, STIMULATING UP TORNADOES THAT LAUNCHES AT DISTANT ENEMIES

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
13	11	8



BENPUKA

With an accordion-like body, this Spectrobe can let out a big gust of enemy-blasting wind.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.9 FT	127 LB	FLASH	1990	190	299

CH ATTACK NAME	CH ATTACK DESCRIPTION
MELODY	EXPANDS ITS ENTIRE BODY LIKE AN ACCORDION AND SHOOT'S FLAMES FROM ITS MOUTH



AZEKE

This little meddler likes to help when no help is needed. Its fan-like ears show how it flits.

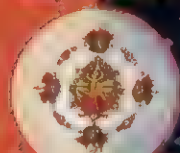
FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.5 FT	24 LB	CORONA	6	4

Attacking as a team, this weird trio can't seem to shake off the little tag-along behind them.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	9.1 FT	683 LB	CORONA	1810	390	225

CH ATTACK NAME	CH ATTACK DESCRIPTION
TR BEAM	COMBINES THE POWER OF ITS THREE BODIES TO FIRE AN INVERSE LASER BEAM.

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
31	12	8



AZENORA

The ever-spinning ring around this Spectrobe generates secret power for shooting laser beams.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	9.5 FT	859 LB	CORONA	1910	297	369

CH ATTACK NAME	CH ATTACK DESCRIPTION
ZANBAR AST	SPINNING AND THEN FIRES A WIDE BEAM AT DISTANT ENEMIES



MANTRADOR

This big eater loves nothing more to chomp on Minerals and then take a long break.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.6 FT	20 LB	FLASH	3	5

Though difficult to get along with, this stubborn mule will always help friends in need.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	5.5 FT	551 LB	FLASH	1640	294	278

CH ATTACK NAME	CH ATTACK DESCRIPTION
MANTRATOR	SPINS LIKE A TOP, FIRING BALLS OF LIGHT THAT CHASE DOWN ITS ENEMIES

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
11	12	9



MANTRADOR

This carefree guy may float around leisurely, but it is a menace when called to action.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	10.1 FT	903 LB	FLASH	1940	183	360

CH ATTACK NAME	CH ATTACK DESCRIPTION
DISC BLADE	SPINNING ITS BLADED BODY WITH BLINDING SPEED



PAGO

This little baby cries when left alone and always wants to be protected.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.3 FT	22 LB	FLASH	3	6

This powerhouse crashes boulders with a single fist and hurls icy spears.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	7.8 FT	1152 LB	FLASH	2090	217	262

CH ATTACK NAME	CH ATTACK DESCRIPTION
PAGOCICLE	POUNCES THE ENEMY AND CRASHES IN, TO CRASH AT THE ENEMY'S FEET

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
2	1	11



PAGOYAMA

This icy giant has the force of an avalanche when the sound of its horn rings out.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	11.4 FT	987 LB	FLASH	2010	314	381

CH ATTACK NAME	CH ATTACK DESCRIPTION
BL. HORN	BLASTS A SOUND THAT CRASHES DOWN ON ITS ENEMIES FROM A DISTANCE



LEO

This lone wolf hates anything crooked and never fails to help those in need.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	26 LB	CORONA	4	4

This single-minded yet logical thinker attacks with a powerful body slam.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	6.8 FT	719 LB	CORONA	1120	279	243

CH ATTACK NAME	CH ATTACK DESCRIPTION
WISPAGE	SETS ITS BODY LIKE A DRILL AND CHARGES THE ENEMY AHEAD

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
21	15	10



LUCZAR

This lone wolf with a kingly manner has a howl that scares off enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	11.4 FT	1300 LB	CORONA	1910	279	318

CH ATTACK NAME	CH ATTACK DESCRIPTION
GR. HOWL	HOWLS A ROAR THAT SCARES ITS ENEMIES TO FLEE AT THE FIRST SIGHT



TOBASU

These inseparable twins walk with a clip-clop sound and deal a powerful kick when angry.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.1 FT	23 LB	FLASH	5	5

These talkative twins never leave each other's side and are quick to anger around bad guys.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	2.9 FT	97 LB	FLASH	1720	241	261

CH ATTACK NAME	CH ATTACK DESCRIPTION
CL. PIERCE	LEAPS FORWARD TO SIMULTANEOUSLY CHARGE INTO A NEARBY ENEMY

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
20	11	9



ULTARAI

This dynamic duo likes to show off and will use a tornado-like spin to take out enemies.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	5.9 FT	220 LB	FLASH	1910	213	294

CH ATTACK NAME	CH ATTACK DESCRIPTION
DR. TORNADO	SPINNING TO DEAL A POWERFUL POKER-FLAME TO A NEARBY ENEMY



DIGON

This restless fellow trots around in circles and will let you know when it finds a fossil.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.2 FT	25 LB	ALBORA	6	1

This prankster likes to play jokes and always has an over-the-top reaction to everything.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
ADULT	5.9 FT	837 LB	ALBORA	1770	339	251

CH ATTACK NAME	CH ATTACK DESCRIPTION
DEL. DANCE	SPINS ITS BODY LIKE A YO-YO TO DAMAGE ENEMIES AROUND IT

LVL REQ FOR EVOLVE	BATTLES REQ FOR EVOLVE	MINERALS REQ FOR EVOLVE
10	13	11

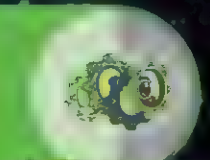


MURCH

This behemoth is like a living tank that stops all evildoers in their tracks.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEFENSE
EVOLVED	9.5 FT	1110 LB	ALBORA	980	189	271

CH ATTACK NAME	CH ATTACK DESCRIPTION
TR. HORN	BLASTS A SOUND THAT CRASHES DOWN ON ITS ENEMIES FROM A DISTANCE



KARUKURU

Who knows how these spinning gears feel? The only thing apparent is they are curious.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
CHILD	1.3 FT	59 LB	AURORA	3		4

This walking spring looks emotionless, but tends to get lonely and follow people around.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	8.8 FT	176 LB	AURORA	160	254	222
CH ATTACK NAME	CH ATTACK DESCRIPTION					
SCISSORROLL	CURLS INTO A BALL AND EXTENDS ITS BLADES AS IT BOWLS INTO THE ENEMY AHEAD					
LVL REQ FOR EVOLVE	40			10		

The two heads always fight over which will lead, but they always unite when the chips are down.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.1 FT	705 LB	AURORA	1840	220	280
CH ATTACK NAME	CH ATTACK DESCRIPTION					
GEKROU	SPINS ITS WHEEL AT BREAKNECK SPEED AND THEN FIRES IT AT A DISTANT ENEMY					



HIRACHIA

Try not to surprise this edgy Spectrobe or it will panic.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.3 FT	15 LB	AURORA	5	4

Now you see it, now you don't! This picky eater tries to act cool, but is actually pretty uptight.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	6.2 FT	529 LB	AURORA	1810	246	282
CH ATTACK NAME	CH ATTACK DESCRIPTION					
CAMOFUNK	DISAPPEARS FROM SIGHT BEFORE GOING ON A RAMPAGE THAT DAMAGES ENEMIES OVER A WIDE AREA					
LVL REQ FOR EVOLVE	27			15		10

This fierce fighter has powerful arms and a needle-like tongue that can pierce solid rock.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	9.1 FT	970 LB	AURORA	2090	193	392
CH ATTACK NAME	CH ATTACK DESCRIPTION					
TONGUEHAP	FIRES ITS GIANT TONGUE AT DISTANT ENEMIES, DAMAGING THEM WITH ITS NEEDLE-LIKE TIP					



ANUBII

This lazybones likes to curl up and sleep on its big fluffy tail whenever it gets tired.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	11 LB	CORONA	1	1

With a cool and collected look, this fighter attacks with four arms and fireballs.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	3.9 FT	92 LB	CORONA	1690	179	294
CH ATTACK NAME	CH ATTACK DESCRIPTION					
BLACKBALL	USES ITS FOUR ARMS TO GENERATE FIREBALLS AND HURL THEM AT DISTANT ENEMIES					
LVL REQ FOR EVOLVE	25			12		8

This beautiful and queenly Spectrobe punishes all who dare approach without permission.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.5 FT	306 LB	CORONA	1940	142	339
CH ATTACK NAME	CH ATTACK DESCRIPTION					
ANLSHOCK	SLAMS ITS FOUR LEGS DOWN, CREATING A SHOCKWAVE THAT DAMAGES SURROUNDING ENEMIES. WITH A NAME LIKE ANLSHOCK, IT'S GOTTA BE GOOD.					



RYZA

This poker-faced fellow doesn't say much and is cool as a cucumber until fight time.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.3 FT	26 LB	FLASH	3	4

Like a superhero, this warrior can take out several enemies at once with its sharp metal wings.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5 FT	692 LB	FLASH	1640	195	261
CH ATTACK NAME	CH ATTACK DESCRIPTION					
TAPLOUGH	EXTENDS ITS BODY, MOVES FORWARD AND THEN GOES SLAMMING INTO THE ENEMY					
LVL REQ FOR EVOLVE	25			14		10

This faithful guardian always protects you, but don't get too close to its razor-sharp wings.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.8 FT	1036 LB	FLASH	1920	186	308
CH ATTACK NAME	CH ATTACK DESCRIPTION					
BYOULF	SPINS AROUND TO GOET TO THE AIR AND THEN DIVE BOMBS INTO THE ENEMY AHEAD					



TORGA

This hyper bundle of energy zooms about restlessly, smashing into walls wherever it goes.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	1.9 FT	11 LB	CORONA	2	5

This adrenaline-freak feeds on danger and cares little for its own safety.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	2 FT	10 LB	CORONA	1120	201	291
CH ATTACK NAME	CH ATTACK DESCRIPTION					
PYROWHEELY	ITS BODY BURSTS INTO FLAMES AS IT BARRELS INTO THE ENEMY AHEAD WITH BOUNDING SPEED					
LVL REQ FOR EVOLVE						9

This mega powerhouse knows no fear and will race to the horizon without stopping.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.8 FT	1306 LB	CORONA	2040	271	371
CH ATTACK NAME	CH ATTACK DESCRIPTION					
TROGROD	CHARGES AND CRASHES INTO THE ENEMY, SETTING THEM ON FIRE OVER A WIDE AREA					



HONKOKO

This guy keeps advancing as if it had unlimited power, but will suddenly conk out.

FORM	LENGTH	WEIGHT	PROPERTY	SEARCH RANGE	MINERALS TO EVOLVE TO ADULT
CHILD	2.0 FT	55 LB	AURORA	2	5

With buzz saw horns and pointy tusks, this powerful charger rams its way out of everything.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
ADULT	5.5 FT	859 LB	AURORA	1070	322	238
CH ATTACK NAME	CH ATTACK DESCRIPTION					
SAWGR	DRAWS ITS SAW-LIKE HORNS AND CHARGES ITS ENEMIES, CUTTING THEM TO PIECES					
LVL REQ FOR EVOLVE	12			12		9

Good-natured and friendly, this walking chainsaw is a perfect ally in a pinch.

FORM	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.1 FT	1124 LB	AURORA	2180	151	294
CH ATTACK NAME	CH ATTACK DESCRIPTION					
MDKOCUTTER	SAWS INTO SHROUDING ENEMIES BY SPINNING ITS BODY. WHAT LOOKS LIKE A CRAZY DANCE					



HONKULLA



CHOSYO

This little cutie floats around listlessly, but perks up as soon as it finds Minerals.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	2.6 FT	8 LB	AURORA	3		1

Drifting like a fish, this sluggard undergoes a "shocking" change when the enemy is near.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	9.5 FT	970 LB	AURORA	2030	374	267
CHATTACK NAME	CHATTACK DESCRIPTION					
ELECT TAIL	WRAPS ITS BODY IN AN ELECTROSHOCK FIELD AND CHARGES INTO THE ENEMY AHEAD OF IT					
MINERALS FOR EVOLVE	34		16		11	

This electrified beast sails the sky, swinging its mighty arms and spitting balls of lightning.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	11.1 FT	202 LB	AURORA	2560	192	309
CHATTACK NAME	CHATTACK DESCRIPTION					
DARE CH	SPITS BALLS OF LIGHTNING THAT SHOCK ENEMY TO HARDEN THEMSELVES OR ASK FOR HELP					



HENEOTO

This youngster tries to look older by perching up high and has great taste in music.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	3.6 FT	4 LB	FLASH	5		3

This fighter protects its allies by firing a sonic beam at enemies.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	7.8 FT	33 LB	FLASH	1780	366	255
CHATTACK NAME	CHATTACK DESCRIPTION					
SONIC SHOCK	RAPIDLY BEATS ITS WINGS TO GENERATE ULTRASONIC WAVES THAT BLAST AWAY ENEMIES					
MINERALS FOR EVOLVE	50		13		9	



HANEGAKU

Flouting leisurely about, this king of the sky uses a sound wave attack to destroy enemies.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	11.1 FT	1918 LB	FLASH	710	111	237
CHATTACK NAME	CHATTACK DESCRIPTION					
HANEKAME	RECALLS THE SOUND WAVES FROM OFF THE GROUND AND RECALLS THEM TO A NEW AREA					



HANEGAKU



HINEOTO

This powerhouse likes to swing its spiked hammer-like tail and can't wait for the next battle.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	2.9 FT	37 LB	AURORA	3		4

This fighter proudly shows off its spiked ball tail as it roams about searching for enemies.

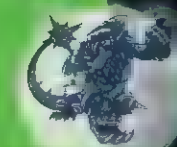
LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	7.2 FT	374 LB	AURORA	1540	442	259
CHATTACK NAME	CHATTACK DESCRIPTION					
HAMMER SLASH	SLAMS ITS TAIL DOWN, CREATING THREE SHOCKWAVES THAT DAMAGE DISTANT ENEMIES					
MINERALS FOR EVOLVE	25		11		2	



HINEOTO

This warmonger lives to fight and constantly searches for prey to crush with its spiked tail.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	8.2 FT	947 LB	AURORA	1680	186	238
CHATTACK NAME	CHATTACK DESCRIPTION					
SE SMASH	DASHES TOWARD ENEMY AHEAD AND A SHOCKWAVE REVERBERATES OFF ITS TAIL AND THE GROUND					



HINEOTO



MAKANUNLI

This fellow has menacing eyes and would rather not have his ears touched.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	1.6 FT	22 LB	CORONA	4		4

All who face this fanged beast must resign themselves to defeat or run!

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	6.2 FT	507 LB	CORONA	1530	368	294
CHATTACK NAME	CHATTACK DESCRIPTION					
CHAW AW	SPITS A HUGE AND POWERFUL REBALL AT A Distant ENEMY					
MINERALS FOR EVOLVE	30		13		9	



MAKANOTO

Covered in dark flames, this beast has unlimited energy. Just try to stop its charge!

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	10.8 FT	2425 LB	CORONA	1360	213	322
CHATTACK NAME	CHATTACK DESCRIPTION					
RESPACE	SPITS A GIANT REBALL AT A Distant ENEMY THAT EXPLODES UPON CONTACT					



MAKANOTO



MUSAKABU

This beast stores overwhelmingly powerful dark energy under its hard-shell body.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	1.2 FT	59 LB	FLASH	3		4

This dark warrior loves nothing more than to use its blade arm to slice apart enemies.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	5.2 FT	485 LB	FLASH	1530	298	347
CHATTACK NAME	CHATTACK DESCRIPTION					
VIGAJABA	CHARGES ITS ENEMIES WHILE SWINGING ITS MASSIVE ARM BLADES					
MINERALS FOR EVOLVE	37		11		9	



MUSAKABU

This huge mass of armor says little as it cuts down all who stand in its way.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	6.8 FT	925 LB	FLASH	1040	342	305
CHATTACK NAME	CHATTACK DESCRIPTION					
RELOADART	FIRES A BOMB OF LIGHT THAT RAIN DOWN ON ENEMIES OVER A LARGE AREA					



MUSAKABU



SPECTRO

Reborn on the dark side, it's almost as if this Spectro has changed its mode and rebooted.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
CHILD	1.8 FT	62 LB	AURORA	4		1

Dark power, a new failsafe system, and a powerful laser make for a formidable fighter.

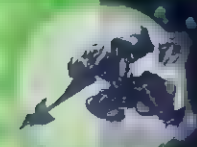
LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
ADULT	4.9 FT	881 LB	AURORA	810	213	282
CHATTACK NAME	CHATTACK DESCRIPTION					
EXPERDART	USES ITS MOUTH TO FIRE A WIDE LASER BEAM THAT CAN STRIKE Distant ENEMIES					
MINERALS FOR EVOLVE	31		12		8	



SPECTRO

All this fighter hears is the dark voice in its head telling it to destroy everything in its path.

LEVEL	HEIGHT	WEIGHT	TYPE	HP	MP	EXP
EVOLVED	8.5 FT	2138 LB	AURORA	900	132	318
CHATTACK NAME	CHATTACK DESCRIPTION					
PHAROS ARE	EXTENDS ITS TWO POWERFUL ROCKET ARMS TO ATTACK Distant ENEMIES					



SPECTRO



RUDACHO

This butterball has an appetite for Dark Minerals, but wants someone else to search for them.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	1.0 FT	81 LB	CORONA	1	1

Dark power makes this bulky even meaner and a force to be reckoned with in battle.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	4.5 FT	352 LB	CORONA	520	146

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
PHOTOBLAST	FIRES PHOTO-ENERGY AT DISTANT ENEMIES, CAUSING POW-ERFUL EXPLOSIONS
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
31	10



RUDATORII



RUDATAKII

No one can escape this dark fighter and its sharp claws of steel.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	5.9 FT	374 LB	CORONA	640	118

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
DARK DOM	CHOKES ENEMIES WITH PLASMA, AND AT DISTANT ENEMIES, CAUSING POWERFUL EXPLOSIONS



ZAARI

This dark Spectrobe gives its enemies a pounding by day, and then dreams about it by night.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	1.9 FT	19 LB	FLASH	3	1

This massive dark walking tank fires missiles into the air, targeting all of its enemies.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	8.5 FT	1762 LB	FLASH	1380	655

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
MISSILE	FIRES THE MASSIVE MISSILE ON ITS BACK AT DISTANT ENEMIES
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
56	12



ZAAMARU



ZAAMARU

When night closes in, this king of darkness glides along as if it were in a peaceful sea.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	10.5 FT	1962 LB	FLASH	1410	350

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
SHARK JUMP	FIRE SHARK TORPEDOES AT DISTANT ENEMIES, CAUSING POWERFUL EXPLOSIONS



ELO

Filled with dark destructive power, this lone wolf still hates anything crooked.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	1.0 FT	28 LB	CORONA	1	1

Though its body has been stained dark, its heart is untainted and maintains clear logic.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	6.9 FT	49 LB	CORONA	1470	331

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
KILGARGE	SEALS ITS BODY IN A DRILL AND CHARGES THE ENEMY AHEAD
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
56	11



LLOPODA



LLOPODA

Wrapped in a robe of darkness, its hinged heart shines from the fiery hue of its eyes.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	11.4 FT	1300 LB	CORONA	1680	306

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
FLARE FLAM	CHOKES ENEMIES WITH PLASMA, AND AT DISTANT ENEMIES, CAUSING POWERFUL EXPLOSIONS



RAHOGHA

The sheen of its darkly glowing body is captivating. Just try not to startle the poor thing.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	2.3 FT	15 LB	AURORA	5	1

This trickster can melt into the darkness, disappearing right before your eyes.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	6.2 FT	529 LB	AURORA	1540	292

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
CAMOF.LANK	DISAPPEARS FROM SIGHT BEFORE GOING ON A RAMPAGE THAT DAMAGES ENEMIES OVER A WIDE AREA
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
31	14



RAHOGHA



RAHOGHA

This dark fighter has even sharper claws and more destructive power.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	9.1 FT	970 LB	AURORA	1780	229

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
TONG. FWHAP	FIRE ITS GIANT TONGUE AT DISTANT ENEMIES, DAMAGING THEM WITH ITS NEEDLE-POINTED TIP



ZYRA

Born of dark power, this stone-faced fellow lives to defeat the wicked.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	2.3 FT	26 LB	FLASH	3	3

This dark hunter lurks silently in the darkness, waiting for the enemy to draw near.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	7.5 FT	683 LB	FLASH	1410	231

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
ZAPLOUGH	EXTENDS ITS BODY BLADES FORWARD AND THEN GOES CHARGING INTO THE ENEMY
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
31	10



ZYRAGEZELLE



ZYRAGEZELLE

Flying through the sky on dark wings, this fighter snipes the enemy with dark power.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	11.8 FT	1036 LB	FLASH	1630	221

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
BYGADWE	SEES ITS WINGS TO HOOT INTO THE AIR AND THEN DIVE DOWN INTO THE ENEMY AHEAD



TROGGA

This little one doesn't like to keep still and is always ready to speed away.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
CHILD	1.0 FT	66 LB	CORONA	2	4

This creature is fast, fiery, and ready to fight.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
ADULT	2 FT	903 LB	CORONA	1480	238

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
PYROWHEELY	ITS BODY BURSTS INTO FLAMES AS IT PLOWS INTO THE ENEMY AHEAD WITH BLINDING SPEED
EXP. REQ. FOR EVOLVE	BATTLES REQ. FOR EVOLVE
56	11



TROGAZAR



TROGAZAR

A powerhouse that will plow through any enemy that stands in its way with its huge tires.

FORM	LEVEL	WEIGHT	TYPE	EXP. REQ.	EVOL. REQ.
E.VOLVED	12.8 FT	3306 LB	CORONA	1730	322

CH. ATTACK NAME	CH. ATTACK DESCRIPTION
TROGA-BUM	SEALS ITS BODY IN A DRILL AND CHARGES THE ENEMY AHEAD



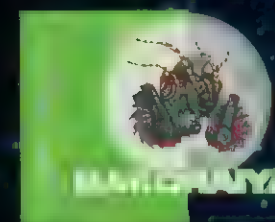
A rare form of Vilana, this walking cannon is covered in a hard metal exoskeleton.

EVOLVED	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	11.1 FT	3,471 LB	CORONA	1070	216	371
CH ATTACK NAME	CH ATTACK DESCRIPTION					
AMACANON	CHARGES THE CANNON AND THEN FIRES A POWERFUL BLAST					



This living locomotive is like a runaway train that can go almost anywhere.

EVOLVED	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	12.1 FT	2866 LB	FLASH	690	161	350
CH ATTACK NAME	CH ATTACK DESCRIPTION					
SHARKBLAST	OPERATES WITH UP AND DOWN AND DOES PUNCHING INTO THE ENEMY WITH A BIG CHOMP					



This master of close-range combat has buzz saw punches that slice through the enemy.

EVOLVED	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	9.5 FT	1234 LB	AJORA	2090	304	360
CH ATTACK NAME	CH ATTACK DESCRIPTION					
RAK R AM	RELEASES A BARRAGE OF POWERFUL COMPOUND PUNCHES ON NEARBY ENEMIES					



This fiery flyer swoops down on glittering wings, gouging the enemy with sharp claws.

EVOLVED	LENGTH	WEIGHT	PROPERTY	HP AT LVL 99	ATK AT LVL 99	DEF AT LVL 99
EVOLVED	10.5 FT	617 LB	FLASH	1950	359	318
CH ATTACK NAME	CH ATTACK DESCRIPTION					
PYRAMSP	SWAPS TO BODY LINE JAMES AND THEN DIVE BOMBS ITS ENEMIES DAMAGING ALL OF THEM					



EXCAVATION MAPS

Use the charts and maps in this chapter to find a particular item you are searching for. Once you've located the item you want in the left column of a list, follow that item's row to the right to see the probability percentage that it will show up while excavating in the colored area specified both in text at the top of the chart, as well as in the color of that particular column. It'll be either a red, blue, yellow, green, or purple spot. These colors match up with the dig spots on the map found beside that chart. Some items may appear before or after a major event. For example, in Kollin, many items don't appear until after you meet Cyrus and are blocked by the Corona Vortex. These events, if any apply, are listed above the color row at the top of the list. In the following charts, the "could be empty" row illustrates the possibility that when excavating a spot, it may not contain anything.

USING OUR MAPS & CHARTS

Here's a quick visual reference to using the graphics in this chapter.

WHERE TO DIG

- Each dot identifies a location where you can excavate.
- This indicates the number of yellow dots on our map. Adding all of the numbers in this white row indicates that this area has a total of 64 excavation sites.



WHAT YOU'LL FIND

- These are the only items that can possibly be excavated in this area.

ITEM	RED	YELLOW	GREEN	BLUE
# OF DIG SPOTS	23	11	1	1
COULD BE EMPTY	31.34%	31.34%	0.00%	0.00%
CORONIUM C	15.67%	15.67%	0.00%	0.00%
CORONIUM B	3.13%	3.13%	0.00%	0.00%
CORONIUM A	0.31%	0.31%	0.00%	0.00%
CORONIUM D	0.16%	0.16%	0.00%	0.00%
AURORIUM C	15.67%	15.67%	0.00%	0.00%
AURORIUM B	3.13%	3.13%	0.00%	0.00%
AURORIUM A	0.31%	0.31%	0.00%	0.00%
AURORIUM D	0.16%	0.16%	0.00%	0.00%

PLAY THE PERCENTAGES

This row indicates that you have a 15.67% chance of discovering Coronium C at a red or purple spot on our map, but no chance of finding this Mineral at a yellow, green, or blue spot. So, if you're looking for Coronium C in this area, excavate only at a red or purple spot and don't waste time digging elsewhere.

FROM FOSSIL TO CHILD FORM

Before you head out on the Fossil hunt, it's good to know what type of Spectrobe you can expect when you dig up a Fossil. Use this following chart to figure out what you're digging up, then use the Excavation Charts in this chapter and Maps to find what you're looking for.

FOSSIL	CHILD FORM	HARDNESS	TRAINING	GENSHI	NESSA	HYOGA	KOLLIN	DAICHI	FONS	DARKMOS	ZIBA	ZIBA MOONS	NOX	NOX CITY	MALIK	MALIK COMPLETE
LUPPOD	VILAR	0														
SEGUPOD	SEGU	1														
RIPOD	RABIN	0														
SPIPOD	SPIKO	0														
AGUPOD	NAGU	0														
INKAPOD	INKANA	0														
DONGPOD	DONGOR	0														
BARTPOD	BARTOR	0														
AGPOD	AOI	0														
KOMAPOD	KOMAINU	0														
SHAPOD	SHAKMI	0														
ZOAPOD	ZOZA	1														
GRILPOD	GRILDA	0														
GEPOD	GEJHO	1														
KASUPOD	KASUMI	0														
SAMUPOD	SAMUKABU	0														
KUBAPOD	KUBAKU	0														
MASEPOD	MASETTO	0														
DANAPOD	DANAWA	0														
TENROPOD	TENKRO	1														
MOSSAPOD	MOSSAKI	1														
MESAPOD	MESA	1														
WINAPOD	WINBA	1														
THUNAPOD	THUNBA	1														
SAGAPOD	SAGONG	1														
KOROPOD	KOROKO	2														
OLMARPOD	OLMARU	0														
TAMAPOD	TAMAZOA	0														
MUGAPOD	MUGON	0														
SHIMAPOD	SHIMAINU	0														
DARUPOD	DARICHO	0														
BOMAPOD	BOMA	0														
AZAPOD	AZAPI	1														
SENPOD	SENPU	1														
AZEPOD	AZEKO	1														
MANTRAPOD	MANTRADOR	1														
PAGPOD	PAGO	0														
LEOPOD	LEO	0														
TOBAPOD	TOBASKI	0														
DENDPOD	DENDEN	0														
KARAPOD	KARAKU	1														
HAPAPOD	HAPACHA	0														
ANUPOD	ANUBI	0														
RYZAPOD	RYZA	0														
TORPOD	TORSA	0														
NOKOPOD	NOKOKO	1														
SHOGPOD	SHOGYO	1														
HANEPOD	HANEOTO	2														
PIKPOD	PIKOS	0														
MAKAPOD	MAKANUI	2														
MUSAPOD	MUSAKASHI	1														
SAMPOD	SAMETTO	0														
RUDAPOD	RUDACHO	1														
ZAAPPOD	ZAAPI	2														
ELDPOD	ELD	0														
PAHAPOD	PAHACHA	1														
ZYRAPOD	ZYRA	0														
TROPOD	TROGA	2														



2F

TRAINING ROOM

1F

WEST TERRACE

EAST TERRACE

SOUTH TERRACE

WEST TERRACE

ITEM	YELLOW
# OF DIG SPOTS	1
KOMAPOD LV. 4	100.00%



EAST TERRACE

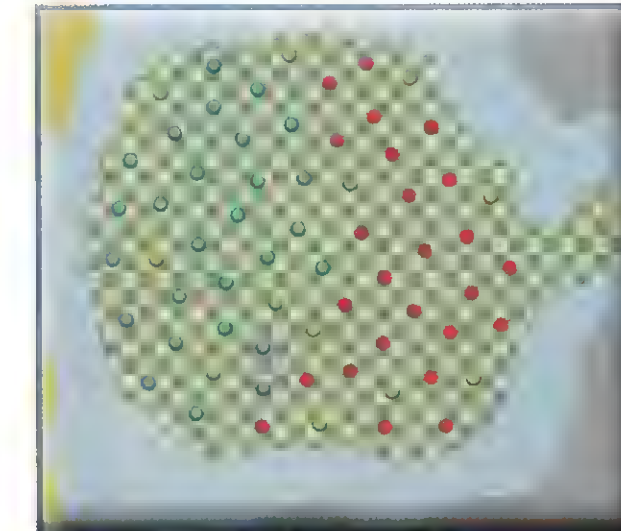
ITEM	YELLOW
# OF DIG SPOTS	1
SHIMAPOD LV. 4	100.00%



SOUTH TERRACE



TRAINING ROOM

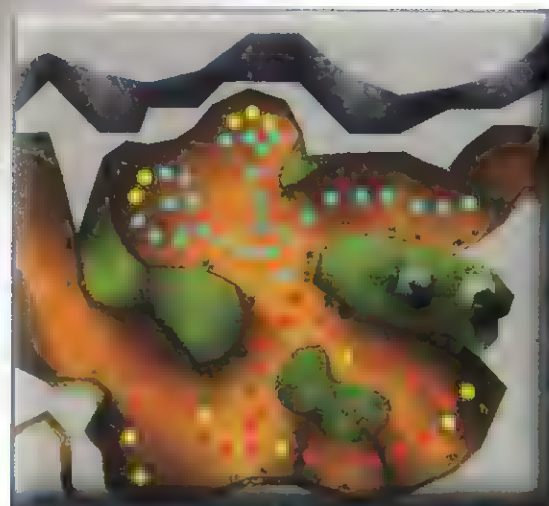


ITEM	BEFORE YOU MEET CYRUS		AFTER YOU MEET CYRUS	
	BLUE	YELLOW	BLUE	YELLOW
# OF DIGS	5	8	21	24
CORONIUM C	28.57%	—	26.00%	—
CORONIUM B	—	—	3.90%	—
CORONIUM A	—	—	1.30%	—
CORONIUM A+	—	—	0.65%	—
AURORIUM C	28.57%	—	26.00%	—
AURORIUM B	—	—	3.90%	—
AURORIUM A	—	—	1.30%	—
AURORIUM A+	—	—	0.65%	—
FLASHIUM C	28.57%	—	26.00%	—
FLASHIUM B	—	—	3.90%	—
FLASHIUM A	—	—	1.30%	—
FLASHIUM A+	—	—	0.65%	—
EVOLVE II	—	—	0.01%	—
ATK SEED	—	—	—	0.01%
DEF SEED	—	—	—	0.01%
HP SEED	—	—	—	0.01%
MYSTERY STONE	—	—	—	4.44%
MYSTERY STONE II	—	—	0.07%	1.48%
KOMAPOD LV.18	—	—	—	2.22%
KOMAPOD LV.19	—	—	—	2.22%
KOMAPOD LV.20	—	—	1.04%	17.75%
KOMAPOD LV.1	—	1.61%	—	—
KOMAPOD LV.3	—	4.84%	—	—
KOMAPOD LV.4	—	4.84%	—	—
KOMAPOD LV.5	7.14%	38.71%	—	—
MOSSAPOD LV.1	—	—	—	0.04%
MOSSAPOD LV.10	—	—	—	0.07%
MOSSAPOD LV.11	—	—	—	0.01%
MOSSAPOD LV.5	—	—	—	0.74%
SHIMAPOD LV.1	—	1.61%	—	—
SHIMAPOD LV.3	—	4.84%	—	—
SHIMAPOD LV.4	—	4.84%	—	—
SHIMAPOD LV.2	7.14%	38.71%	—	—
BOMAPOD LV.1	—	—	0.07%	1.48%
BOMAPOD LV.18	—	—	—	2.22%
BOMAPOD LV.19	—	—	—	2.22%
BOMAPOD LV.17	—	—	1.04%	17.75%
TOBAPOD LV.1	—	—	0.07%	1.48%
TOBAPOD LV.18	—	—	—	2.22%
TOBAPOD LV.19	—	—	—	2.22%
TOBAPOD LV.17	—	—	1.04%	17.75%
LENPOD LV.1	—	—	0.07%	1.48%
LENPOD LV.18	—	—	—	2.22%
LENPOD LV.19	—	—	—	2.22%
LENPOD LV.17	—	—	1.04%	17.75%

ITEM	BEFORE DARK SHADOW			AFTER DARK SHADOW		
	RED	BLUE	YELLOW	RED	BLUE	YELLOW
# OF DIGS	14	12	6	14	12	6
CORONIUM C	33.33%	33.33%	33.33%	33.33%	33.33%	—
AURORIUM C	33.33%	33.33%	33.33%	33.33%	33.33%	—
FLASHIUM C	33.33%	33.33%	33.33%	33.33%	33.33%	—
MYSTERY STONE	—	—	—	—	—	5.20%
KOMAPOD LV.1	—	—	—	—	—	1.53%
KOMAPOD LV.2	—	—	—	—	—	4.59%
KOMAPOD LV.3	—	—	—	—	—	4.59%
KOMAPOD LV.4	—	—	—	—	—	36.70%
SHIMAPOD LV.1	—	—	—	—	—	1.53%
SHIMAPOD LV.2	—	—	—	—	—	4.59%
SHIMAPOD LV.3	—	—	—	—	—	4.59%
SHIMAPOD LV.4	—	—	—	—	—	36.70%

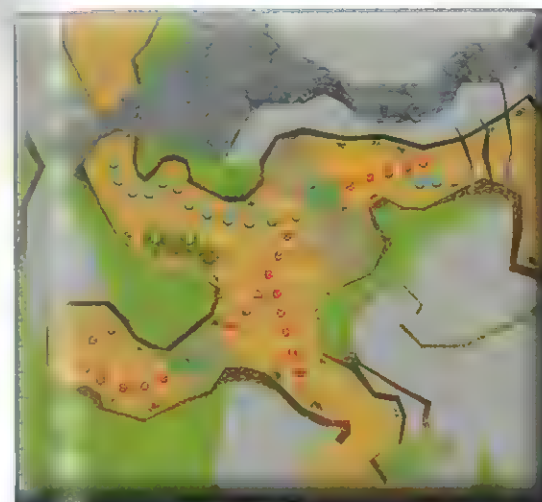


EAST JUNGLE



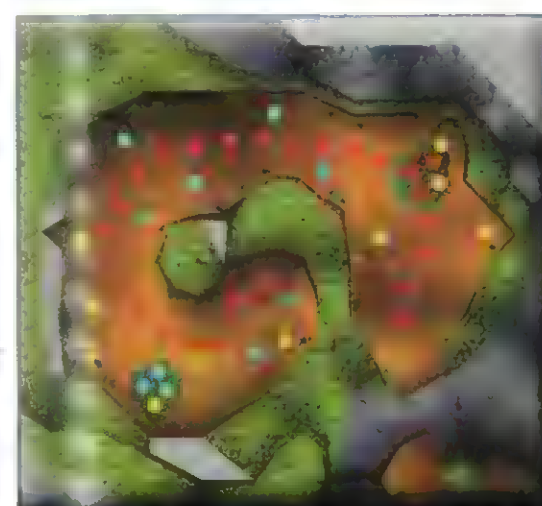
ITEM	BLUE	YELLOW
# OF DIG SPOTS	25	12
COULD BE EMPTY	39.62%	33.68%
CORONIUM C	3.96%	3.95%
CORONIUM B	2.97%	2.96%
CORONIUM A	0.20%	0.20%
AURORIUM C	23.77%	23.70%
AURORIUM B	17.83%	17.77%
AURORIUM A	1.19%	1.18%
FLASHIUM C	3.96%	3.95%
FLASHIUM B	2.97%	2.96%
FLASHIUM A	0.20%	0.20%
RUBY	0.40%	0.39%
DIAMOND	0.40%	0.39%
GOLD	0.40%	0.39%
ATK SEED	—	1.05%
DEF SEED	—	1.05%
HP SEED	—	1.05%
MYSTERY STONE	0.79%	0.79%
SPIPOD LV.1	—	1.58%
SPIPOD LV.2	—	1.58%
SPIPOD LV.3	0.24%	12.63%
INKAPOD LV.1	—	1.58%
INKAPOD LV.2	—	1.58%
INKAPOD LV.3	0.24%	12.63%
DONGOPOD LV.1	—	1.58%
DONGOPOD LV.2	—	1.58%
DONGOPOD LV.3	0.24%	12.63%
BARTOPOD LV.1	—	1.58%
BARTOPOD LV.2	—	1.58%
BARTOPOD LV.3	0.24%	12.63%

CENTRAL JUNGLE



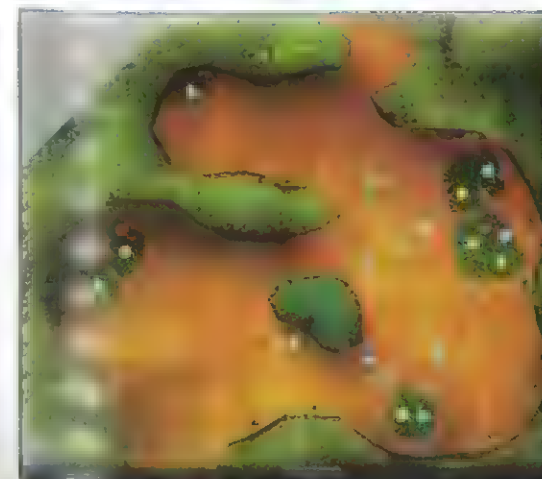
ITEM	BLUE	YELLOW
# OF DIG SPOTS	25	9
COULD BE EMPTY	39.47%	40.00%
CORONIUM C	3.95%	4.33%
CORONIUM B	0.07%	0.43%
CORONIUM A	6.58%	26.00%
AURORIUM C	0.66%	26.00%
AURORIUM B	0.39%	0.87%
AURORIUM A	6.58%	4.33%
FLASHIUM C	0.66%	4.33%
FLASHIUM B	0.07%	0.43%
FLASHIUM A	—	0.04%
SPIPOD LV.1	—	1.79%
SPIPOD LV.2	—	1.79%
SPIPOD LV.3	—	1.79%
INKAPOD LV.1	—	0.69%
INKAPOD LV.2	—	0.04%
INKAPOD LV.3	—	1.79%
DONGOPOD LV.1	1.05%	24.00%
DONGOPOD LV.2	—	0.69%
DONGOPOD LV.3	—	0.04%
DONGOPOD LV.4	—	1.79%
BARTOPOD LV.1	—	0.69%
BARTOPOD LV.2	—	0.04%
BARTOPOD LV.3	—	1.79%
BARTOPOD LV.4	—	1.79%

NORTH JUNGLE



ITEM	BLUE	YELLOW
# OF DIG SPOTS	27	9
COULD BE EMPTY	50.84%	52.24%
CORONIUM C	30.50%	5.03%
CORONIUM B	4.58%	0.75%
CORONIUM A	1.02%	0.25%
AURORIUM C	5.08%	30.15%
AURORIUM B	0.76%	4.52%
AURORIUM A	0.25%	1.01%
FLASHIUM C	5.08%	5.03%
FLASHIUM B	0.76%	0.75%
FLASHIUM A	0.25%	0.25%
SPIPOD LV.1	—	2.73%
SPIPOD LV.2	—	2.73%
SPIPOD LV.3	—	21.82%
INKAPOD LV.1	0.03%	1.49%
INKAPOD LV.2	—	2.24%
INKAPOD LV.3	—	2.24%
INKAPOD LV.4	0.41%	17.91%
DONGOPOD LV.1	0.03%	1.49%
DONGOPOD LV.2	—	2.24%
DONGOPOD LV.3	—	2.24%
DONGOPOD LV.4	0.41%	17.91%
BARTOPOD LV.1	—	0.20%
BARTOPOD LV.2	—	0.20%
BARTOPOD LV.3	—	2.73%
BARTOPOD LV.4	—	2.73%
BARTOPOD LV.5	—	21.82%

SOUTH JUNGLE



ITEM	BLUE	YELLOW
# OF DIGS	14	6
CORONIUM C	47.96%	7.84%
CORONIUM B	23.98%	3.92%
CORONIUM A	—	—
AURORIUM C	7.99%	47.06%
AURORIUM B	4.00%	23.53%
AURORIUM A	—	—
FLASHIUM C	7.99%	7.84%
FLASHIUM B	4.00%	3.92%
RUBY	0.40%	0.39%
DIAMOND	0.40%	0.39%
GOLD	0.40%	0.39%
ATK SEED	—	1.28%
DEF SEED	—	1.28%
HP SEED	—	1.28%
MYSTERY STONE	1.60%	1.57%
SPIPOD LV.1	—	3.85%
SPIPOD LV.2	—	3.85%
SPIPOD LV.3	—	30.77%
INKAPOD LV.1	—	0.96%
INKAPOD LV.2	—	0.96%
INKAPOD LV.3	0.64%	7.69%
DONGOPOD LV.1	—	0.96%
DONGOPOD LV.2	—	0.96%
DONGOPOD LV.3	0.64%	7.69%
BARTOPOD LV.1	—	3.85%
BARTOPOD LV.2	—	3.85%
BARTOPOD LV.3	—	30.77%



ITEM	BEFORE YOU MEET CYRUS				AFTER YOU MEET CYRUS			
	* OF DIG SPOTS	26	25	12	1	26	25	12
10TA CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10PA CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10MA CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10U CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10L CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10D CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10O CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10S CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10B CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10N CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10G CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10V CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10H CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10I CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10E CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
10A CUBE	---	---	0.46%	5.88%	---	---	0.34%	5.88%
SAMPOD LV7	---	---	---	---	---	---	2.06%	---
SAMPOD LV11	---	---	---	---	---	---	2.06%	---
SAMPOD LV9	---	---	---	---	0.75%	0.75%	16.45%	---
MASEPOD LV8	---	---	---	---	---	---	---	---
MASEPOD LV10	---	---	1.39%	---	---	---	0.51%	---
MASEPOD LV11	---	---	1.39%	---	---	---	0.51%	---
MASEPOD LV9	0.52%	0.52%	11.13%	---	0.19%	0.19%	4.11%	---
MOSSAPOD LV10	---	---	---	---	---	---	0.03%	---
MOSSAPOD LV9	---	---	---	---	---	---	0.34%	---
DARUPOD LV8	---	---	1.39%	---	---	---	0.51%	---
DARUPOD LV10	---	---	1.39%	---	---	---	0.51%	---
DARUPOD LV11	---	---	1.39%	---	---	---	0.51%	---
DARUPOD LV9	0.52%	0.52%	11.13%	---	0.19%	0.19%	4.11%	---
RYZAPOD LV11	---	---	1.39%	---	---	---	0.51%	---
RYZAPOD LV10	---	---	1.39%	---	---	---	0.51%	---
RYZAPOD LV9	0.52%	0.52%	11.13%	---	0.19%	0.19%	4.11%	---
RYZAPOD LV8	---	---	---	---	---	---	2.06%	---
RYZAPOD LV7	---	---	---	---	---	---	2.06%	---
RYZAPOD LV6	---	---	---	---	0.75%	0.75%	16.45%	---

ITEM	BEFORE YOU MEET CYRUS			AFTER YOU MEET CYRUS		
	YELLOW	GREEN	BLUE	YELLOW	GREEN	BLUE
# OF DIG SPOTS	25	26	12	1	25	26
COULD BE EMPTY	32.11%	32.11%	40.86%	31.22%	31.22%	31.65%
CORONUM C	2.14%	2.14%	—	1.25%	1.25%	—
CORONUM E	12.85%	12.85%	—	4.16%	4.16%	—
CORONUM A	12.85%	12.85%	—	4.16%	4.16%	—
CORONUM B	8.56%	8.56%	—	2.91%	2.91%	—
AMRONUM A	1.28%	1.28%	—	1.25%	1.25%	—
AMRONUM B	4.28%	4.28%	—	4.16%	4.16%	—
AMRONUM C	1.28%	4.28%	—	4.16%	4.16%	—
AMRONUM D	3.00%	3.00%	—	2.91%	2.91%	—
ASHNUM A	1.28%	1.28%	—	3.75%	3.75%	—
ASHNUM B	4.28%	4.28%	—	12.49%	12.49%	—
ASHNUM C	4.28%	4.28%	—	12.49%	12.49%	—
ASHNUM D	3.00%	3.00%	—	8.74%	8.74%	—
EVOLVE E	0.21%	0.21%	—	0.21%	0.21%	—
RUBY	1.28%	1.28%	—	1.25%	1.25%	—
DIAMOND	1.28%	1.28%	—	1.25%	1.25%	—
GOLD	1.28%	1.28%	—	1.25%	1.25%	—
WAX SCUM	—	—	0.91%	—	—	0.70%
WAX SCUM	—	—	0.91%	—	—	0.70%
WAX SCUM	—	—	0.91%	—	—	0.70%
MYSTERY STONE	0.02%	0.43%	—	0.42%	0.42%	—
MYSTERY STONE	0.21%	0.21%	—	0.21%	0.21%	—
MYSTERY STONE	—	—	0.45%	—	—	0.35%
MYSTERY STONE	—	—	4.65%	—	—	3.60%
ALPHA CUBE	—	—	0.45%	5.88%	—	0.35%
DELTA CUBE	—	—	0.45%	5.88%	—	0.35%
BETA CUBE	—	—	0.45%	5.88%	—	0.35%
ETA CUBE	—	—	0.45%	5.88%	—	0.35%
THETA CUBE	—	—	0.45%	5.88%	—	0.35%
IOTA CUBE	—	—	0.45%	5.88%	—	0.35%
KAPPA CUBE	—	—	0.45%	5.88%	—	0.35%
LAMDA CUBE	—	—	0.45%	5.88%	—	0.35%
MU CUBE	—	—	0.45%	5.88%	—	0.35%
NU CUBE	—	—	0.45%	5.88%	—	0.35%
Xi CUBE	—	—	0.45%	5.88%	—	0.35%
PI CUBE	—	—	0.45%	5.88%	—	0.35%
RHO CUBE	—	—	0.45%	5.88%	—	0.35%
SMALLON CUBE	—	—	0.45%	5.88%	—	0.35%
TAU CUBE	—	—	0.45%	5.88%	—	0.35%
U CUBE	—	—	0.45%	5.88%	—	0.35%
V CUBE	—	—	0.45%	5.88%	—	0.35%
W CUBE	—	—	0.45%	5.88%	—	0.35%
X CUBE	—	—	0.45%	5.88%	—	0.35%
Y CUBE	—	—	0.45%	5.88%	—	0.35%
Z CUBE	—	—	0.45%	5.88%	—	0.35%
OMEGA CUBE	—	—	—	0.02%	0.02%	0.70%
SAMUPOD 10	—	—	—	—	—	1.06%
SAMUPOD 11	—	—	—	—	—	1.06%
SAMUPOD 12	—	—	—	—	—	1.06%
SAMUPOD 13	—	—	—	—	—	1.06%
SAMUPOD 14	—	—	—	—	—	1.06%
MASEPOD 10	0.02%	0.02%	0.91%	0.02%	0.02%	8.44%
MASEPOD 11	—	—	1.36%	—	—	1.06%
MASEPOD 12	—	—	1.36%	—	—	1.06%
MASEPOD 13	—	—	1.36%	—	—	1.06%
MASEPOD 14	0.34%	0.34%	10.90%	0.33%	0.33%	8.44%
MASSAPOD 10	—	—	—	—	—	0.01%

MINERAL VALLEY



ITEM	# OF DIG SPOTS	25	26	YELLOW	1
EMPTY	12.40%	12.40%	10.44%	—	—
CORONIUM C	4.13%	4.13%	2.61%	—	—
CORONIUM B	4.13%	4.13%	2.61%	—	—
CORONIUM A	4.13%	4.13%	2.61%	—	—
AURORIUM C	4.13%	4.13%	2.61%	—	—
AURORIUM B	4.13%	4.13%	2.61%	—	—
AURORIUM A	4.13%	4.13%	2.61%	—	—
FLASHIUM C	4.13%	4.13%	2.61%	—	—
FLASHIUM B	4.13%	4.13%	2.61%	—	—
FLASHIUM A	4.13%	4.13%	2.61%	—	—
AURORIUM S	2.48%	2.48%	—	—	—
CORONIUM S	2.48%	2.48%	—	—	—
FLASHIUM S	2.48%	2.48%	—	—	—
EVOLVE B	0.66%	0.66%	—	—	—
EVOLVE E	1.24%	1.24%	—	—	—
EVOLVE W	1.24%	1.24%	—	—	—
CHROMA 1	2.48%	2.48%	—	—	—
CHROMA 2	2.48%	2.48%	—	—	—
CHROMA 3	1.65%	1.65%	—	—	—
PLATINUM	1.65%	1.65%	—	—	—
PEARL	1.65%	1.65%	—	—	—
SAPPHIRE	0.41%	0.41%	—	—	—
EMERALD	0.41%	0.41%	—	—	—
RUBY	0.83%	0.83%	—	—	—
AMONITE	0.83%	0.83%	—	—	—
GOLD	0.83%	0.83%	—	—	—
ATK SEED	4.13%	4.13%	5.22%	—	—
DEF SEED	4.13%	4.13%	5.22%	—	—
HP SEED	4.13%	4.13%	5.22%	—	—
ALPHA CUBE	—	—	0.03%	5.88%	—
DELTA CUBE	—	—	0.03%	5.88%	—
EPSILON CUBE	—	—	0.03%	5.88%	—
ETA CUBE	—	—	0.03%	5.88%	—
THETA CUBE	—	—	0.03%	5.88%	—
IOTA CUBE	—	—	0.03%	5.88%	—
KAPPA CUBE	—	—	0.03%	5.88%	—
LAMDA CUBE	—	—	0.03%	5.88%	—
MU CUBE	—	—	0.03%	5.88%	—
NU CUBE	—	—	0.03%	5.88%	—
Xi CUBE	—	—	0.03%	5.88%	—
PI CUBE	—	—	0.03%	5.88%	—
RHO CUBE	—	—	0.03%	5.88%	—
TAU CUBE	—	—	0.03%	5.88%	—
UPSILON CUBE	—	—	0.03%	5.88%	—
PHI CUBE	—	—	0.03%	5.88%	—
CHI CUBE	—	—	0.03%	5.88%	—
OMEGA CUBE	—	—	0.03%	5.88%	—
MASEPOD LV.1	0.02%	0.02%	0.52%	—	—
MASEPOD LV.2	0.33%	0.33%	7.83%	—	—
MASEPOD LV.3	0.02%	0.02%	0.52%	—	—
MASEPOD LV.4	—	—	—	—	—
MASEPOD LV.5	—	—	—	—	—
MASEPOD LV.6	0.33%	0.33%	7.83%	—	—
MASEPOD LV.7	—	—	—	—	—
MASEPOD LV.8	—	—	—	—	—
MASEPOD LV.9	—	—	—	—	—
MASEPOD LV.10	—	—	—	—	—
MASEPOD LV.11	—	—	—	—	—
MASEPOD LV.12	—	—	—	—	—
MASEPOD LV.13	—	—	—	—	—
MASEPOD LV.14	—	—	—	—	—
MASEPOD LV.15	—	—	—	—	—
MASEPOD LV.16	—	—	—	—	—
MASEPOD LV.17	—	—	—	—	—
MASEPOD LV.18	—	—	—	—	—
MASEPOD LV.19	—	—	—	—	—
MASEPOD LV.20	—	—	—	—	—
MASEPOD LV.21	—	—	—	—	—
MASEPOD LV.22	—	—	—	—	—
MASEPOD LV.23	—	—	—	—	—
MASEPOD LV.24	—	—	—	—	—
MASEPOD LV.25	—	—	—	—	—
MASEPOD LV.26	—	—	—	—	—
MASEPOD LV.27	—	—	—	—	—
MASEPOD LV.28	—	—	—	—	—
MASEPOD LV.29	—	—	—	—	—
MASEPOD LV.30	—	—	—	—	—
MASEPOD LV.31	—	—	—	—	—
MASEPOD LV.32	—	—	—	—	—
MASEPOD LV.33	—	—	—	—	—
MASEPOD LV.34	—	—	—	—	—
MASEPOD LV.35	—	—	—	—	—
MASEPOD LV.36	—	—	—	—	—
MASEPOD LV.37	—	—	—	—	—
MASEPOD LV.38	—	—	—	—	—
MASEPOD LV.39	—	—	—	—	—
MASEPOD LV.40	—	—	—	—	—
MASEPOD LV.41	—	—	—	—	—
MASEPOD LV.42	—	—	—	—	—
MASEPOD LV.43	—	—	—	—	—
MASEPOD LV.44	—	—	—	—	—
MASEPOD LV.45	—	—	—	—	—
MASEPOD LV.46	—	—	—	—	—
MASEPOD LV.47	—	—	—	—	—
MASEPOD LV.48	—	—	—	—	—
MASEPOD LV.49	—	—	—	—	—
MASEPOD LV.50	—	—	—	—	—
MASEPOD LV.51	—	—	—	—	—
MASEPOD LV.52	—	—	—	—	—
MASEPOD LV.53	—	—	—	—	—
MASEPOD LV.54	—	—	—	—	—
MASEPOD LV.55	—	—	—	—	—
MASEPOD LV.56	—	—	—	—	—
MASEPOD LV.57	—	—	—	—	—
MASEPOD LV.58	—	—	—	—	—
MASEPOD LV.59	—	—	—	—	—
MASEPOD LV.60	—	—	—	—	—
MASEPOD LV.61	—	—	—	—	—
MASEPOD LV.62	—	—	—	—	—
MASEPOD LV.63	—	—	—	—	—
MASEPOD LV.64	—	—	—	—	—
MASEPOD LV.65	—	—	—	—	—
MASEPOD LV.66	—	—	—	—	—
MASEPOD LV.67	—	—	—	—	—
MASEPOD LV.68	—	—	—	—	—
MASEPOD LV.69	—	—	—	—	—
MASEPOD LV.70	—	—	—	—	—
MASEPOD LV.71	—	—	—	—	—
MASEPOD LV.72	—	—	—	—	—
MASEPOD LV.73	—	—	—	—	—
MASEPOD LV.74	—	—	—	—	—
MASEPOD LV.75	—	—	—	—	—
MASEPOD LV.76	—	—	—	—	—
MASEPOD LV.77	—	—	—	—	—
MASEPOD LV.78	—	—	—	—	—
MASEPOD LV.79	—	—	—	—	—
MASEPOD LV.80	—	—	—	—	—
MASEPOD LV.81	—	—	—	—	—
MASEPOD LV.82	—	—	—	—	—
MASEPOD LV.83	—	—	—	—	—
MASEPOD LV.84	—	—	—	—	—
MASEPOD LV.85	—	—	—	—	—
MASEPOD LV.86	—	—	—	—	—
MASEPOD LV.87	—	—	—	—	—
MASEPOD LV.88	—	—	—	—	—
MASEPOD LV.89	—	—	—	—	—
MASEPOD LV.90	—	—	—	—	—
MASEPOD LV.91	—	—	—	—	—
MASEPOD LV.92	—	—	—	—	—
MASEPOD LV.93	—	—	—	—	—
MASEPOD LV.94	—	—	—	—	—
MASEPOD LV.95	—	—	—	—	—
MASEPOD LV.96	—	—	—	—	—
MASEPOD LV.97	—	—	—	—	—
MASEPOD LV.98	—	—	—	—	—
MASEPOD LV.99	—	—	—	—	—
MASEPOD LV.100	—	—	—	—	—

TOWER, NESSA



ITEM	# OF DIG SPOTS	28	13	10	1	1
COULD BE EMPTY	32.49%	32.49%	32.26%	—	—	—
CORONIUM C	0.81%	0.81%	—	—	—	—
CORONIUM B	8.12%	8.12%	—	—	—	—
CORONIUM A	8.12%	8.12%	—	—	—	—
AURORIUM C	0.81%	0.81%	—	—	—	—
AURORIUM B	8.12%	8.12%	—	—	—	—
AURORIUM A	8.12%	8.12%	—	—	—	—
FLASHIUM C	0.81%	0.81%	—	—	—	—
FLASHIUM B	8.12%	8.12%	—	—	—	—
FLASHIUM A	8.12%	8.12%	—	—	—	—
AURORIUM S	0.08%	0.08%	—	—	—	—
CORONIUM S	0.16%	0.16%	—	—	—	—
FLASHIUM S	0.08%	0.08%	—	—	—	—
EVOLVE B	0.41%	0.41%	—	—	—	—
EVOLVE E	0.41%	0.41%	—	—	—	—
CHROMA 1	0.81%	0.81%	—	—	—	—
CHROMA 2	0.73%	0.73%	—	—	—	—
CHROMA 3	0.65%	0.65%	—	—	—	—
PLATINUM	0.57%	0.57%	—	—	—	—
PEARL	0.49%	0.49%	—	—	—	—
RUBY	1.62%	1.62%	—	—	—	—
AMONITE	1.62%	1.62%	—	—	—	—
GOLD	1.62%	1.62%	—	—	—	—
ATK SEED	—	—	0.70%	—	—	—
DEF SEED	—	—	0.70%	—	—	—
HP SEED	—	—	0.70%	—	—	—
MYSTERY STONE	0.41%	0.41%	—	—	—	—
MYSTERY STONE METAL	0.24%	0.24%	—	—	—	—
MYSTERY STONE JEWEL	0.06%	0.06%	—	—	—	—
MYSTERY STONE ?	0.04%	0.04%	—	—	—	—
ALPHA CUBE	—	—	2.81%	—	—	—
DELTA CUBE	—	—	0.35%	5.88%	—	—
EPSILON CUBE	—	—	0.35%	5.88%	—	—
ETA CUBE	—	—	0.35%	5.88%	—	—
THETA CUBE	—	—	0.35%	5.88%	—	—
IOTA CUBE	—	—	0.35%	5.88%	—	—
KAPPA CUBE	—	—	0.35%	5.88%	—	—
LAMDA CUBE	—	—	0.35%	5.88%	—	—
MU CUBE	—	—	0.35%	5.88%	—	—
NU CUBE	—	—	0.35%	5.88%	—	—
Xi CUBE	—	—	0.35%	5.88%	—	—
PI CUBE	—	—	0.35%	5.88%	—	—
RHO CUBE	—	—	0.35%	5.88%	—	—
TAU CUBE	—	—	0.35%	5.88%	—	—
UPSILON CUBE	—	—	0.35%	5.88%	—	—
PHI CUBE	—	—	0.35%	5.88%	—	—
CHI CUBE	—	—	0.35%	5.88%	—	—
OMEGA CUBE	—	—	0.35%	5.88%	—	—
MASEPOD LV.1	0.04%	0.04%	0.70%	—	—	—
MASEPOD LV.2	—	—	—	—	—	—
MASEPOD LV.3	—	—	—	—	—	—
MASEPOD LV.4	—	—	—	—	—	—
MASEPOD LV.5	—	—	—	—	—	—
MASEPOD LV.6	—	—	—	—	—	—
MASEPOD LV.7	—	—	—	—	—	—
MASEPOD LV.8	—	—	—	—	—	—
MASEPOD LV.9	—	—	—	—	—	—
MASEPOD LV.10	—	—	—	—	—	—
MASEPOD LV.11	—	—	—	—	—	—
MASEPOD LV.12	—	—	—	—	—	—
MASEPOD LV.13	—	—	—	—	—	—
MASEPOD LV.14	—	—	—	—	—	—
MASEPOD LV.15	—	—	—	—	—	—
MASEPOD LV.16	—	—	—	—	—	—
MASEPOD LV.17	—	—	—	—	—	—
MASEPOD LV.18	—	—	—	—	—	—
MASEPOD LV.19	—	—	—	—	—	—
MASEPOD LV.20	—	—	—	—	—	—
MASEPOD LV.21	—	—	—	—	—	—
MASEPOD LV.22	—	—	—	—	—	—
MASEPOD LV.23	—	—	—	—	—	—
MASEPOD LV.24	—	—	—	—	—	—
MASEPOD LV.25	—	—	—	—	—	—
MASEPOD LV.26	—	—	—	—	—	—
MASEPOD LV.27	—	—	—	—	—	—
MASEPOD LV.28	—	—	—	—	—	—
MASEPOD LV.29	—	—	—	—	—	—
MASEPOD LV.30	—	—	—	—	—	—
MASEPOD LV.31	—	—	—	—	—	—
MASEPOD LV.32	—	—	—	—	—	—
MASEPOD LV.33	—	—	—	—	—	—
MASEPOD LV.34	—	—	—	—	—	—
MASEPOD LV.35	—	—	—	—	—	—
MASEPOD LV.36	—	—	—	—	—	—
MASEPOD LV.37	—	—	—	—	—	—
MASEPOD LV.38	—	—	—	—	—	—
MASEPOD LV.39	—	—	—	—	—	—
MASEPOD LV.40	—	—	—	—	—	—
MASEPOD LV.41	—	—	—	—	—	—
MASEPOD LV.42	—	—	—	—	—	—



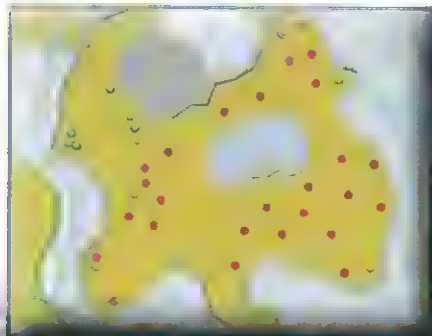
SOUTH HIGHLAND



CENTRAL HIGHLAND



NORTH HIGHLAND



SOUTH HIGHLAND

ITEM	20	23	13	1
# OF DIG SPOTS	20	23	13	1
COULD BE EMPTY	16.20%	16.20%	32.24%	—
CORONIUM C	5.40%	5.40%	—	—
CORONIUM B	5.40%	5.40%	—	—
CORONIUM A	5.40%	5.40%	—	—
AURORIUM C	5.40%	5.40%	—	—
AURORIUM B	5.40%	5.40%	—	—
AURORIUM A	5.40%	5.40%	—	—
AURORIUM A+	5.40%	5.40%	—	—
FLASHIUM C	5.40%	5.40%	—	—
FLASHIUM B	5.40%	5.40%	—	—
FLASHIUM A	5.40%	5.40%	—	—
FLASHIUM A+	5.40%	5.40%	—	—
AURORIUM S	1.08%	1.08%	—	—
CORONIUM S	1.08%	1.08%	—	—
FLASHIUM S	1.08%	1.08%	—	—
EVOLVE B	0.54%	0.54%	—	—
CHROMA 1	1.08%	1.08%	—	—
CHROMA 2	0.86%	0.86%	—	—
CHROMA 3	0.65%	0.65%	—	—
PLATINUM	0.43%	0.43%	—	—
PEARL	0.22%	0.22%	—	—
SAPPHIRE	0.01%	0.01%	—	—
EMERALD	0.01%	0.01%	—	—
RUBY	1.08%	1.08%	—	—
DIAMOND	1.08%	1.08%	—	—
SOIL	1.08%	1.08%	—	—
ATK SEED	—	—	0.59%	—
DEF SEED	—	—	0.59%	—
HP SEED	—	—	0.59%	—
MYSTERY STONE	2.16%	2.16%	—	—
MYSTERY STONE M	1.08%	1.08%	—	—
MYSTERY STONE M+M	—	—	0.29%	—
MYSTERY STONE M+M+	—	—	3.52%	—
ALPHA CUBE	—	—	0.29%	5.26%
BETA CUBE	—	—	0.29%	5.26%
GAMMA CUBE	—	—	0.29%	5.26%
DELTA CUBE	—	—	0.29%	5.26%
EPA CUBE	—	—	0.29%	5.26%
ETA CUBE	—	—	0.29%	5.26%
THETA CUBE	—	—	0.29%	5.26%
IOTA CUBE	—	—	0.29%	5.26%
KAPPA CUBE	—	—	0.29%	5.26%
LAMDA CUBE	—	—	0.29%	5.26%
MU CUBE	—	—	0.29%	5.26%
NU CUBE	—	—	0.29%	5.26%
XI CUBE	—	—	0.29%	5.26%
OHO CUBE	—	—	0.29%	5.26%
TAU CUBE	—	—	0.29%	5.26%
PHI CUBE	—	—	0.29%	5.26%
UPSILON CUBE	—	—	0.29%	5.26%
CHI CUBE	—	—	0.29%	5.26%
OMEGA CUBE	—	—	0.29%	5.26%
OMICRON CUBE	—	—	0.29%	5.26%
HEXA CUBE	—	—	0.29%	5.26%
HEXAPOD LV1	0.05%	0.05%	0.59%	—
HEXAPOD LV2	—	—	0.88%	—
HEXAPOD LV3	—	—	0.88%	—
HEXAPOD LV4	0.86%	0.86%	7.03%	—
HEXAPOD LV5	0.05%	0.05%	0.59%	—
HEXAPOD LV6	—	—	0.88%	—
HEXAPOD LV7	—	—	0.88%	—
HEXAPOD LV8	0.86%	0.86%	7.03%	—
HEXAPOD LV9	0.05%	0.05%	0.59%	—
HEXAPOD LV10	—	—	0.88%	—
HEXAPOD LV11	—	—	0.88%	—
HEXAPOD LV12	0.86%	0.86%	7.03%	—
HEXAPOD LV13	0.05%	0.05%	0.59%	—
HEXAPOD LV14	—	—	0.88%	—
HEXAPOD LV15	—	—	0.88%	—
HEXAPOD LV16	0.86%	0.86%	7.03%	—
HEXAPOD LV17	0.05%	0.05%	0.59%	—
HEXAPOD LV18	—	—	0.88%	—
HEXAPOD LV19	—	—	0.88%	—
HEXAPOD LV20	0.86%	0.86%	7.03%	—

CENTRAL HIGHLAND

ITEM	20	23	12	1
# OF DIG SPOTS	20	23	12	1
COULD BE EMPTY	19.08%	19.08%	34.17%	—
CORONIUM C	4.97%	4.97%	—	—
CORONIUM B	4.97%	4.97%	—	—
CORONIUM A	4.97%	4.97%	—	—
CORONIUM A+	4.97%	4.97%	—	—
AURORIUM C	4.97%	4.97%	—	—
AURORIUM B	4.97%	4.97%	—	—
AURORIUM A	4.97%	4.97%	—	—
AURORIUM A+	4.97%	4.97%	—	—
FLASHIUM C	4.97%	4.97%	—	—
FLASHIUM B	4.97%	4.97%	—	—
FLASHIUM A	4.97%	4.97%	—	—
FLASHIUM A+	4.97%	4.97%	—	—
AURORIUM S	1.99%	1.99%	—	—
CORONIUM S	1.99%	1.99%	—	—
FLASHIUM S	1.99%	1.99%	—	—
EVOLVE B	0.50%	0.50%	—	—
CHROMA 1	0.99%	0.99%	—	—
CHROMA 2	0.80%	0.80%	—	—
CHROMA 3	0.60%	0.60%	—	—
PLATINUM	0.40%	0.40%	—	—
PEARL	0.20%	0.20%	—	—
RUBY	0.99%	0.99%	—	—
DIAMOND	0.99%	0.99%	—	—
SOIL	0.99%	0.99%	—	—
ATK SEED	—	—	0.57%	—
DEF SEED	—	—	0.57%	—
HP SEED	—	—	0.57%	—
MYSTERY STONE	1.99%	1.99%	—	—
MYSTERY STONE M	0.99%	0.99%	—	—
MYSTERY STONE M+M	—	—	0.28%	—
MYSTERY STONE M+M+	—	—	3.42%	—
ALPHA CUBE	—	—	0.28%	5.26%
BETA CUBE	—	—	0.28%	5.26%
GAMMA CUBE	—	—	0.28%	5.26%
DELTA CUBE	—	—	0.28%	5.26%
EPA CUBE	—	—	0.28%	5.26%
ETA CUBE	—	—	0.28%	5.26%
THETA CUBE	—	—	0.28%	5.26%
IOTA CUBE	—	—	0.28%	5.26%
KAPPA CUBE	—	—	0.28%	5.26%
LAMDA CUBE	—	—	0.28%	5.26%
MU CUBE	—	—	0.28%	5.26%
NU CUBE	—	—	0.28%	5.26%
XI CUBE	—	—	0.28%	5.26%
OHO CUBE	—	—	0.28%	5.26%
TAU CUBE	—	—	0.28%	5.26%
PHI CUBE	—	—	0.28%	5.26%
UPSILON CUBE	—	—	0.28%	5.26%
CHI CUBE	—	—	0.28%	5.26%
OMEGA CUBE	—	—	0.28%	5.26%
OMICRON CUBE	—	—	0.28%	5.26%
HEXA CUBE	—	—	0.28%	5.26%
HEXAPOD LV1	0.05%	0.05%	0.57%	—
HEXAPOD LV2	—	—	0.85%	—
HEXAPOD LV3	—	—	0.85%	—
HEXAPOD LV4	0.80%	0.80%	6.83%	—
HEXAPOD LV5	0.05%	0.05%	0.57%	—
HEXAPOD LV6	—	—	0.85%	—
HEXAPOD LV7	—	—	0.85%	—
HEXAPOD LV8	0.80%	0.80%	6.83%	—
HEXAPOD LV9	0.05%	0.05%	0.57%	—
HEXAPOD LV10	—	—	0.85%	—
HEXAPOD LV11	—	—	0.85%	—
HEXAPOD LV12	0.80%	0.80%	6.83%	—
HEXAPOD LV13	0.05%	0.05%	0.57%	—
HEXAPOD LV14	—	—	0.85%	—
HEXAPOD LV15	—	—	0.85%	—
HEXAPOD LV16	0.80%	0.80%	6.83%	—
HEXAPOD LV17	0.05%	0.05%	0.57%	—
HEXAPOD LV18	—	—	0.85%	—
HEXAPOD LV19	—	—	0.85%	—
HEXAPOD LV20	0.80%	0.80%	6.83%	—

NORTH HIGHLAND

ITEM	27	4	8	1
# OF DIG SPOTS	27	4	8	1
COULD BE EMPTY	19.30%	19.30%	32.05%	—
CORONIUM C	4.83%	4.83%	—	—
CORONIUM B	4.83%	4.83%	—	—
CORONIUM A	4.83%	4.83%	—	—
CORONIUM A+	4.83%	4.83%	—	—
AURORIUM C	4.83%	4.83%	—	—
AURORIUM B	4.83%	4.83%	—	—
AURORIUM A	4.83%	4.83%	—	—
AURORIUM A+	4.83%	4.83%	—	—
FLASHIUM C	4.83%	4.83%	—	—
FLASHIUM B	4.83%	4.83%	—	—
FLASHIUM A	4.83%	4.83%	—	—
FLASHIUM A+	4.83%	4.83%	—	—
AURORIUM S	1.93%	1.93%	—	—
CORONIUM S	1.93%	1.93%	—	—
FLASHIUM S	1.93%	1.93%	—	—
EVOLVE B	0.48%	0.48%	—	—
CHROMA 1	1.93%	1.93%	—	—
CHROMA 2	1.54%	1.54%	—	—
CHROMA 3	1.16%	1.16%	—	—
PLATINUM	0.77%	0.77%	—	—
PEARL	0.39%	0.39%	—	—
SAPPHIRE	0.01%	0.01%	—	—
EMERALD	0.01%	0.01%	—	—
RUBY	0.97%	0.97%	—	—
DIAMOND	0.97%	0.97%	—	—
SOIL	0.97%	0.97%	—	—
ATK SEED	—	—	0.58%	—
DEF SEED	—	—	0.58%	—
HP SEED	—	—	0.58%	—
MYSTERY STONE	1.93%	1.93%	—	—
MYSTERY STONE M	0.97%	0.97%	—	—
MYSTERY STONE M+M	—	—	0.29%	—
MYSTERY STONE M+M+	—	—	3.42%	—
ALPHA CUBE	—	—	0.29%	5.26%
BETA CUBE	—	—	0.29%	5.26%
GAMMA CUBE	—	—	0.29%	5.26%
DELTA CUBE	—	—	0.29%	5.26%
EPA CUBE	—	—	0.29%	5.26%
ETA CUBE	—	—	0.29%	5.26%
THETA CUBE	—	—	0.29%	5.26%
IOTA CUBE	—	—	0.29%	5.26%
KAPPA CUBE	—	—	0.29%	5.26%
LAMDA CUBE	—	—	0.29%	5.26%
MU CUBE	—	—	0.29%	5.26%
NU CUBE	—	—	0.29%	5.26%
XI CUBE	—	—	0.29%	5.26%
OHO CUBE	—	—	0.29%	5.26%
TAU CUBE	—	—	0.29%	5.26%
PHI CUBE	—	—	0.29%	5.26%
UPSILON CUBE	—	—	0.29%	5.26%
CHI CUBE	—	—	0.29%	5.26%
OMEGA CUBE	—	—	0.29%	5.26%
OMICRON CUBE	—	—	0.29%	5.26%
HEXA CUBE	—	—	0.29%	5.26%
HEXAPOD LV1	0.05%	0.05%	0.58%	—
HEXAPOD LV2	—	—	0.87%	—
HEXAPOD LV3	—	—	0.87%	—
HEXAPOD LV4	0.77%	0.77%	6.99%	—
HEXAPOD LV5	0.05%	0.05%	0.58%	—
HEXAPOD LV6	—	—	0.87%	—
HEXAPOD LV7	—	—	0.87%	—
HEXAPOD LV8	0.80%	0.80%	6.99%	—
HEXAPOD LV9	0.05%	0.05%	0.58%	—
HEXAPOD LV10	—	—	0.87%	—
HEXAPOD LV11	—	—	0.87%	—
HEXAPOD LV12	0.80%	0.80%	6.99%	—
HEXAPOD LV13	0.05%	0.05%	0.58%	—
HEXAPOD LV14	—	—	0.87%	—
HEXAPOD LV15	—	—	0.87%	—
HEXAPOD LV16	0.80%	0.80%	6.99%	—
HEXAPOD LV17	0.05%	0.05%	0.58%	—
HEXAPOD LV18	—	—	0.87%	—
HEXAPOD LV19	—	—	0.87%	—
HEXAPOD LV20	0.80%	0.80%	6.99%	—

TOWER, DAICHI

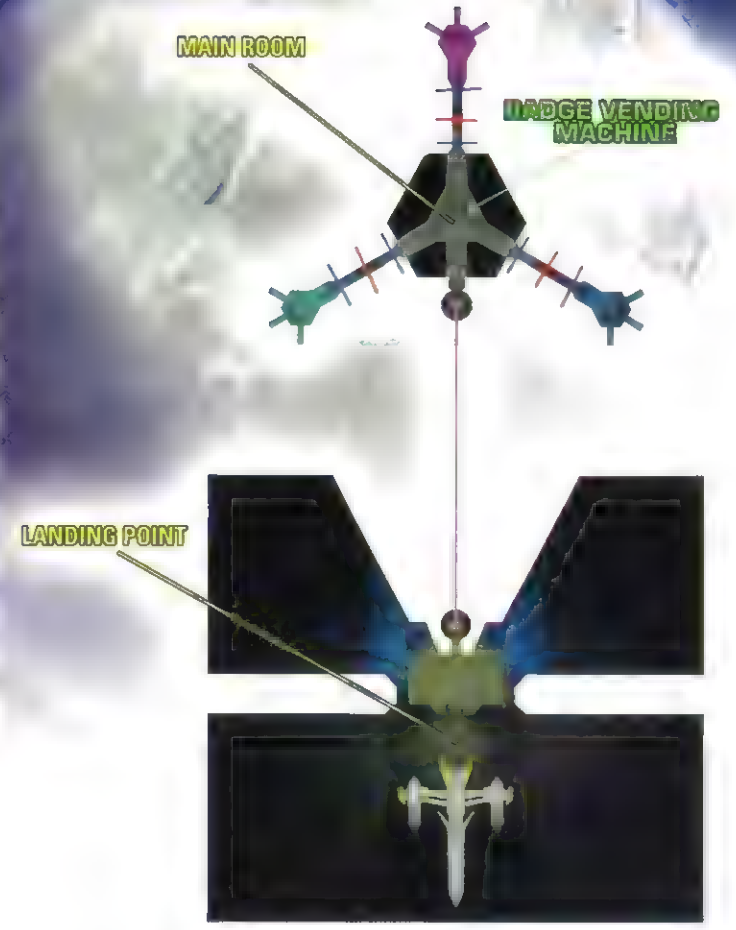


DAICHI'S SECRET ROOM

All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.

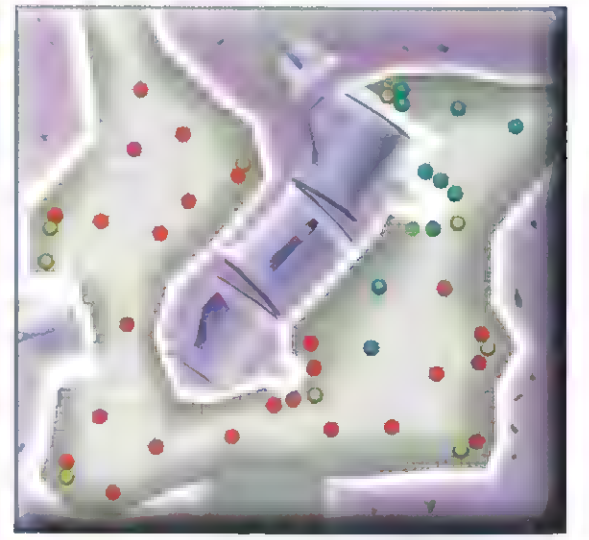


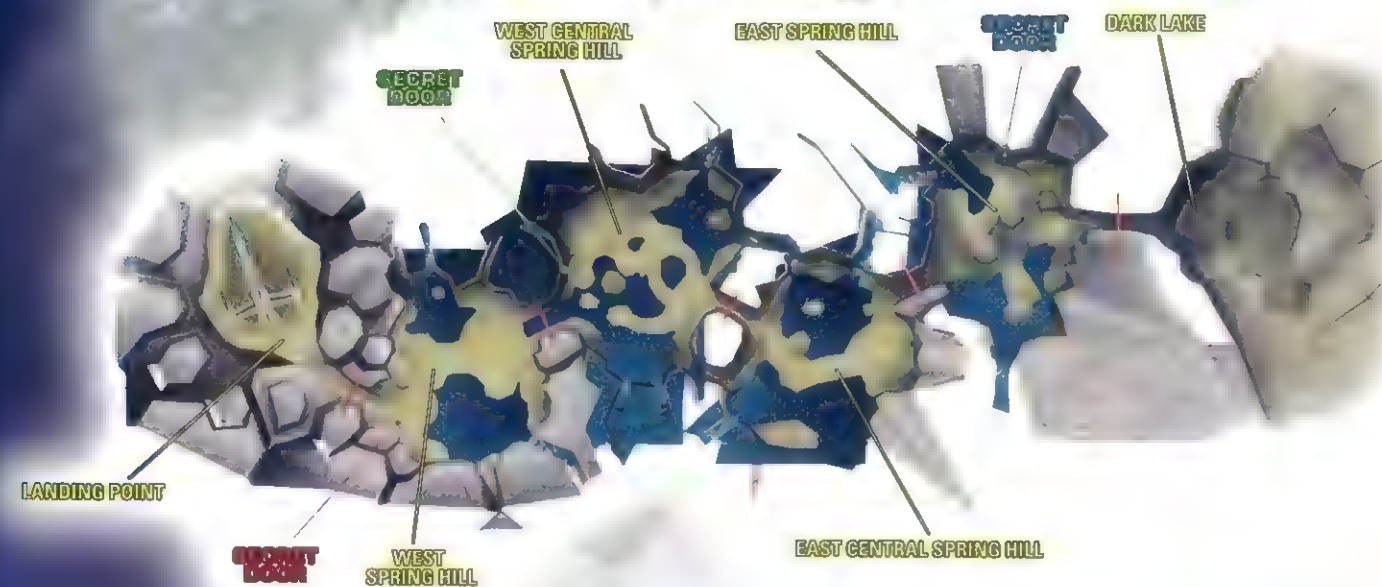
ITEM	RED	YELLOW	GREEN	PURPLE
# OF DIG SPOTS	29	2	8	1
COULD BE EMPTY	19.56%	19.56%	36.19%	—
CORONIUM C	0.13%	0.13%	—	—
CORONIUM B	1.30%	1.30%	—	—
CORONIUM A	13.04%	13.04%	—	—
AURORIUM C	0.13%	0.13%	—	—
AURORIUM B	1.30%	1.30%	—	—
AURORIUM A	13.04%	13.04%	—	—
FLASHIUM C	0.13%	0.13%	—	—
FLASHIUM B	1.30%	1.30%	—	—
FLASHIUM A	13.04%	13.04%	—	—
PLATINIUM	0.52%	0.52%	—	—
PEARL	0.52%	0.52%	—	—
SAPPHIRE	0.01%	0.01%	—	—
EMERALD	0.01%	0.01%	—	—
RUBY	0.65%	0.65%	—	—
DIAMOND	0.65%	0.65%	—	—
GOLD	0.65%	0.65%	—	—
ATK SEED	—	0.56%	—	—
DEF SEED	—	0.56%	—	—
HP SEED	—	0.56%	—	—
MYSTERY STONE	1.96%	1.96%	—	—
MYSTERY STONE SEEDS	0.26%	0.26%	—	—
MYSTERY STONE METAL	—	0.28%	—	—
MYSTERY STONE JEWEL	0.20%	0.20%	—	—
MYSTERY STONE T	0.03%	0.03%	—	—
MYSTERY STONE PRESENT	0.03%	0.03%	—	—
MYSTERY STONE DAICHI	—	3.34%	—	—
ALPHA CUBE	—	0.28%	5.88%	—
BETA CUBE	—	0.28%	5.88%	—
DELTA CUBE	—	0.28%	5.88%	—
EPSILON CUBE	—	0.28%	5.88%	—
THETA CUBE	—	0.28%	5.88%	—
IOTA CUBE	—	0.28%	5.88%	—
KAPPA CUBE	—	0.28%	5.88%	—
LAMDA CUBE	—	0.28%	5.88%	—
MU CUBE	—	0.28%	5.88%	—
NU CUBE	—	0.28%	5.88%	—
XI CUBE	—	0.28%	5.88%	—
PI CUBE	—	0.28%	5.88%	—
TAU CUBE	—	0.28%	5.88%	—
UPSILON CUBE	—	0.28%	5.88%	—
PHI CUBE	—	0.28%	5.88%	—
CHI CUBE	—	0.28%	5.88%	—
OMEGA CUBE	—	0.28%	5.88%	—
VILIPOD LV.1	0.03%	0.03%	0.56%	—
VILIPOD LV.2	—	—	0.84%	—
VILIPOD LV.22	—	—	0.84%	—
VILIPOD LV.21	0.52%	0.52%	6.68%	—
ZOZAPOD LV.1	0.03%	0.03%	0.56%	—
ZOZAPOD LV.2	—	—	0.84%	—
ZOZAPOD LV.22	—	—	0.84%	—
ZOZAPOD LV.21	0.52%	0.52%	6.68%	—
TENKROPOD LV.1	0.03%	0.03%	0.56%	—
TENKROPOD LV.2	—	—	0.84%	—
TENKROPOD LV.22	—	—	0.84%	—
TENKROPOD LV.21	0.52%	0.52%	6.68%	—
MOSSAPOD LV.1	—	—	0.02%	—
MOSSAPOD LV.16	—	—	0.03%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.28%	—
GAGAPOD LV.1	0.03%	0.03%	0.56%	—
GAGAPOD LV.2	—	—	0.84%	—
GAGAPOD LV.22	—	—	0.84%	—
GAGAPOD LV.21	0.52%	0.52%	6.68%	—
AZEPOD LV.1	0.03%	0.03%	0.56%	—
AZEPOD LV.2	—	—	0.84%	—
AZEPOD LV.22	—	—	0.84%	—
AZEPOD LV.21	0.52%	0.52%	6.68%	—
LEOPOD LV.1	0.03%	0.03%	0.56%	—
LEOPOD LV.2	—	—	0.84%	—
LEOPOD LV.22	—	—	0.84%	—
LEOPOD LV.21	0.52%	0.52%	6.68%	100.00%



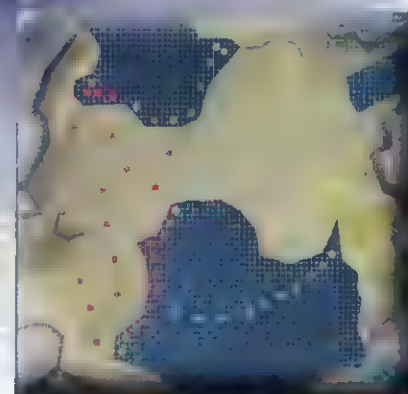
SPACE RUINS SATELLITE

ITEM	RED	YELLOW	CORONA ROOM	FLASH ROOM	AURORA ROOM
# OF DIG SPOTS	20	4	1	1	1
COULD BE EMPTY	78.59%	78.95%	—	—	—
CORONIUM C	0.39%	—	—	—	—
CORONIUM B	0.39%	—	—	—	—
CORONIUM A	0.39%	—	—	—	—
AURORIUM C	0.39%	—	—	—	—
AURORIUM B	0.39%	—	—	—	—
AURORIUM A	0.39%	—	—	—	—
FLASHIUM C	0.39%	—	—	—	—
FLASHIUM B	0.39%	—	—	—	—
FLASHIUM A	0.39%	—	—	—	—
PLATINIUM	0.39%	—	—	—	—
PEARL	0.39%	—	—	—	—
SAPPHIRE	0.39%	—	—	—	—
EMERALD	0.39%	—	—	—	—
RUBY	0.39%	—	—	—	—
DIAMOND	0.39%	—	—	—	—
GOLD	0.39%	—	—	—	—
ATK SEED	0.20%	—	—	—	—
DEF SEED	0.39%	—	—	—	—
HP SEED	0.39%	—	—	—	—
MYSTERY STONE	—	—	—	—	—
MYSTERY STONE SEEDS	—	—	—	—	—
MYSTERY STONE METAL	—	—	—	—	—
MYSTERY STONE JEWEL	—	—	—	—	—
MYSTERY STONE T	—	—	—	—	—
MYSTERY STONE PRESENT	—	—	—	—	—
MYSTERY STONE DAICHI	—	—	—	—	—
ALPHA CUBE	—	—	—	—	—
BETA CUBE	—	—	—	—	—
DELTA CUBE	—	—	—	—	—
EPSILON CUBE	—	—	—	—	—
THETA CUBE	—	—	—	—	—
IOTA CUBE	—	—	—	—	—
KAPPA CUBE	—	—	—	—	—
LAMDA CUBE	—	—	—	—	—
MU CUBE	—	—	—	—	—
NU CUBE	—	—	—	—	—
XI CUBE	—	—	—	—	—
PI CUBE	—	—	—	—	—
TAU CUBE	—	—	—	—	—
UPSILON CUBE	—	—	—	—	—
PHI CUBE	—	—	—	—	—
CHI CUBE	—	—	—	—	—
OMEGA CUBE	—	—	—	—	—
VILIPOD LV.1	—	—	—	—	—
VILIPOD LV.2	—	—	—	—	—
VILIPOD LV.22	—	—	—	—	—
VILIPOD LV.21	—	—	—	—	—
ZOZAPOD LV.1	—	—	—	—	—
ZOZAPOD LV.2	—	—	—	—	—
ZOZAPOD LV.22	—	—	—	—	—
ZOZAPOD LV.21	—	—	—	—	—
TENKROPOD LV.1	—	—	—	—	—
TENKROPOD LV.2	—	—	—	—	—
TENKROPOD LV.22	—	—	—	—	—
TENKROPOD LV.21	—	—	—	—	—
MOSSAPOD LV.1	—	—	—	—	—
MOSSAPOD LV.16	—	—	—	—	—
MOSSAPOD LV.11	—	—	—	—	—
MOSSAPOD LV.9	—	—	—	—	—
GAGAPOD LV.1	—	—	—	—	—
GAGAPOD LV.2	—	—	—	—	—
GAGAPOD LV.22	—	—	—	—	—
GAGAPOD LV.21	—	—	—	—	—
AZEPOD LV.1	—	—	—	—	—
AZEPOD LV.2	—	—	—	—	—
AZEPOD LV.22	—	—	—	—	—
AZEPOD LV.21	—	—	—	—	—
LEOPOD LV.1	—	—	—	—	—
LEOPOD LV.2	—	—	—	—	—
LEOPOD LV.22	—	—	—	—	—
LEOPOD LV.21	—	—	—	—	—
SAV. OO LV.25	3.1%	3.2%	0.0%	100.0%	0.0%

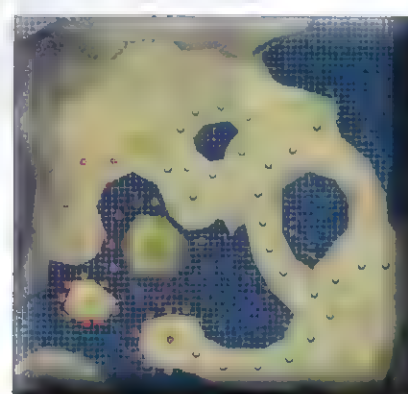




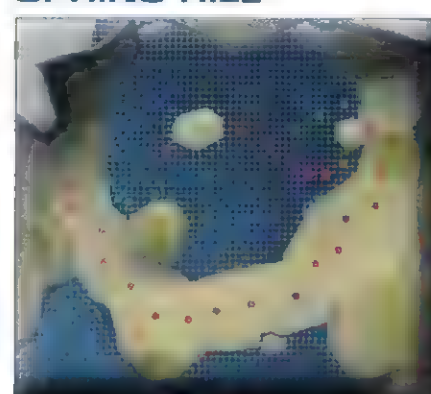
WEST SPRING HILL



WEST CENTRAL SPRING HILL



EAST CENTRAL SPRING HILL



WEST SPRING HILL

ITEM	26	25	YELLOW	GREEN
# OF DIG SPOTS	26	25	12	1
COULD BE EMPTY	30.46%	30.46%	32.06%	—
CORONIUM C	8.70%	8.70%	—	—
CORONIUM B	6.53%	6.53%	—	—
CORONIUM A	4.35%	4.35%	—	—
AURORIUM C	8.70%	8.70%	—	—
AURORIUM B	6.53%	6.53%	—	—
AURORIUM A	4.35%	4.35%	—	—
FLASHIUM C	8.70%	8.70%	—	—
FLASHIUM B	6.53%	6.53%	—	—
FLASHIUM A	4.35%	4.35%	—	—
EVOLVE B	0.22%	0.22%	—	—
CHROMA 1	0.65%	0.65%	—	—
CHROMA 2	0.52%	0.52%	—	—
CHROMA 3	0.35%	0.35%	—	—
PLATINUM	0.13%	0.13%	—	—
PEARL	0.13%	0.13%	—	—
RUBY	1.45%	1.45%	—	—
DIAMOND	4.35%	4.35%	—	—
GOLD	0.48%	0.48%	—	—
ATK SEED	—	—	0.68%	—
DEF SEED	—	—	0.68%	—
HP SEED	—	—	0.68%	—
MYSTERY STONE	0.44%	0.44%	—	—
MYSTERY STONE	0.22%	0.22%	—	—
MYSTERY STONE METAL	—	—	0.34%	—
MYSTERY STONE FONS	—	—	4.08%	—
ALPHA CUBE	—	—	0.34%	5.26%
DELTA CUBE	—	—	0.34%	5.26%
EPSILON CUBE	—	—	0.34%	5.26%
ETA CUBE	—	—	0.34%	5.26%
THETA CUBE	—	—	0.34%	5.26%
IOTA CUBE	—	—	0.34%	5.26%
KAPPA CUBE	—	—	0.34%	5.26%
LAMBDA CUBE	—	—	0.34%	5.26%

MU CUBE	—	—	0.34%	5.26%
NU CUBE	—	—	0.34%	5.26%
Xi CUBE	—	—	0.34%	5.26%
RHO CUBE	—	—	0.34%	5.26%
TAU CUBE	—	—	0.34%	5.26%
UPSILON CUBE	—	—	0.34%	5.26%
PHI CUBE	—	—	0.34%	5.26%
CHI CUBE	—	—	0.34%	5.26%
OMEGA CUBE	—	—	0.34%	5.26%
OMICRON CUBE	—	—	0.34%	5.26%
HEXA CUBE	—	—	0.34%	5.26%
SHAPOD LV.1	0.02%	0.02%	0.68%	—
SHAPOD LV.2	—	—	1.02%	—
SHAPOD LV.27	—	—	1.02%	—
SHAPOD LV.28	0.35%	0.35%	8.19%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.2	—	—	0.03%	—
MOSSAPOD LV.3	—	—	0.01%	—
MOSSAPOD LV.4	—	—	0.34%	—
MESAPOD LV.1	0.02%	0.02%	0.68%	—
MESAPOD LV.2	—	—	1.02%	—
MESAPOD LV.27	—	—	1.02%	—
MESAPOD LV.28	0.35%	0.35%	8.19%	—
MANTRAPOD LV.1	0.02%	0.02%	0.68%	—
MANTRAPOD LV.2	—	—	1.02%	—
MANTRAPOD LV.27	—	—	1.02%	—
MANTRAPOD LV.28	0.35%	0.35%	8.19%	—
SHOPOD LV.1	0.0%	0.0%	0.7%	—
SHOPOD LV.2	0.0%	0.0%	1.0%	—
SHOPOD LV.27	0.0%	0.0%	1.0%	—
SHOPOD LV.28	0.3%	0.3%	8.2%	—

WEST CENTRAL SPRING HILL

ITEM	26	25	YELLOW	GREEN
# OF DIG SPOTS	26	25	12	1
COULD BE EMPTY	35.25%	35.25%	31.34%	—
CORONIUM C	9.40%	9.40%	—	—
CORONIUM B	4.70%	4.70%	—	—
CORONIUM A	2.35%	2.35%	—	—
CORONIUM A	1.17%	1.17%	—	—
AURORIUM C	9.40%	9.40%	—	—
AURORIUM B	4.70%	4.70%	—	—
AURORIUM A	2.35%	2.35%	—	—
AURORIUM A	1.17%	1.17%	—	—
FLASHIUM C	9.40%	9.40%	—	—
FLASHIUM B	4.70%	4.70%	—	—
FLASHIUM A	2.35%	2.35%	—	—
FLASHIUM A	1.17%	1.17%	—	—
EVOLVE B	0.23%	0.23%	—	—
CHROMA 1	0.70%	0.70%	—	—
CHROMA 2	0.56%	0.56%	—	—
CHROMA 3	0.47%	0.47%	—	—
PLATINUM	0.28%	0.28%	—	—
PEARL	0.14%	0.14%	—	—
RUBY	4.69%	4.69%	—	—
DIAMOND	1.56%	1.56%	—	—
GOLD	0.52%	0.52%	—	—
ATK SEED	—	—	0.70%	—
DEF SEED	—	—	0.70%	—
HP SEED	—	—	0.70%	—
MYSTERY STONE	0.47%	0.47%	—	—
MYSTERY STONE	0.23%	0.23%	—	—
MYSTERY STONE METAL	—	—	0.35%	—
MYSTERY STONE FONS	—	—	3.48%	—
ALPHA CUBE	—	—	0.35%	5.26%
DELTA CUBE	—	—	0.35%	5.26%
EPSILON CUBE	—	—	0.35%	5.26%
ETA CUBE	—	—	0.35%	5.26%
THETA CUBE	—	—	0.35%	5.26%
IOTA CUBE	—	—	0.35%	5.26%
KAPPA CUBE	—	—	0.35%	5.26%
LAMBDA CUBE	—	—	0.35%	5.26%
MU CUBE	—	—	0.35%	5.26%
NU CUBE	—	—	0.35%	5.26%
Xi CUBE	—	—	0.35%	5.26%
RHO CUBE	—	—	0.35%	5.26%
TAU CUBE	—	—	0.35%	5.26%
UPSILON CUBE	—	—	0.35%	5.26%
PHI CUBE	—	—	0.35%	5.26%
CHI CUBE	—	—	0.35%	5.26%
OMEGA CUBE	—	—	0.35%	5.26%
OMICRON CUBE	—	—	0.35%	5.26%
HEXA CUBE	—	—	0.35%	5.26%
SHAPOD LV.1	0.02%	0.02%	0.70%	—
SHAPOD LV.2	—	—	1.04%	—
SHAPOD LV.27	—	—	1.04%	—
SHAPOD LV.28	0.38%	0.38%	8.36%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.2	—	—	0.03%	—
MOSSAPOD LV.3	—	—	0.01%	—
MOSSAPOD LV.4	—	—	0.35%	—
MESAPOD LV.1	0.02%	0.02%	0.70%	—
MESAPOD LV.2	—	—	1.04%	—
MESAPOD LV.27	—	—	1.04%	—
MESAPOD LV.28	0.38%	0.38%	8.36%	—
AZAPOD LV.1	0.02%	0.02%	0.70%	—
AZAPOD LV.2	—	—	1.04%	—
AZAPOD LV.27	—	—	1.04%	—
AZAPOD LV.28	0.38%	0.38%	8.36%	—
MANTRAPOD LV.1	0.02%	0.02%	0.70%	—
MANTRAPOD LV.2	—	—	1.04%	—
MANTRAPOD LV.27	—	—	1.04%	—
MANTRAPOD LV.28	0.38%	0.38%	8.36%	—
SHOPOD LV.1	0.0%	0.0%	0.7%	—
SHOPOD LV.2	0.0%	0.0%	1.0%	—
SHOPOD LV.27	0.0%	0.0%	1.0%	—
SHOPOD LV.28	0.4%	0.4%	8.4%	—

EAST CENTRAL SPRING HILL

ITEM	25	8	YELLOW	GREEN
# OF DIG SPOTS	25	8	8	1
COULD BE EMPTY	27.36%	24.81%	29.87%	—
CORONIUM C	—	1.86%	—	—
CORONIUM B	—	1.86%	—	—
CORONIUM A	6.84%	6.20%	—	—
CORONIUM A	3.42%	3.10%	—	—
AURORIUM C	—	1.86%	—	—
AURORIUM B	—	1.86%	—	—
AURORIUM A	6.84%	6.20%	—	—
AURORIUM A	3.42%	3.10%	—	—
FLASHIUM C	—	1.86%	—	—
FLASHIUM B	—	1.86%	—	—
FLASHIUM A	6.84%	6.20%	—	—
FLASHIUM A	3.42%	3.10%	—	—
AURORIUM S	1.37%	1.24%	—	—
CORONIUM S	1.37%	1.24%	—	—
FLASHIUM S	1.37%	1.24%	—	—
EVOLVE L	0.34%	0.31%	—	—
EVOLVE M	0.34%	0.31%	—	—
PLATINUM	1.71%	1.55%	—	—
PEARL	1.71%	1.55%	—	—
SAPPHIRE	0.68%	0.62%	—	—
EMERALD	0.68%	0.62%	—	—
RUBY	6.83%	6.20%	—	—
DIAMOND	6.83%	6.20%	—	—
GOLD	6.83%	6.20%	—	—
ATK SEED	—	—	0.71%	—
DEF SEED	—	—	0.71%	—
HP SEED	—	—	0.71%	—
MYSTERY STONE	1.37%	1.24%	—	—
MYSTERY STONE SEED	1.37%	1.24%	—	—
MYSTERY STONE METAL	—	—	0.36%	—
MYSTERY STONE JEWEL	1.37%	1.24%	—	—
MYSTERY STONE ?	1.37%	1.24%	—	—
MYSTERY STONE PRESENT	1.37%	1.24%	—	—
MYSTERY STONE FONS	—	—	3.56%	—
ALPHA CUBE	—	—	0.36%	5.26%
DELTA CUBE	—	—	0.36%	5.26%
EPSILON CUBE	—	—	0.36%	5.26%
ETA CUBE	—	—	0.36%	5.26%
THETA CUBE	—	—	0.36%	5.26%
IOTA CUBE	—	—	0.36%	5.26%
KAPPA CUBE	—	—	0.36%	5.26%
LAMBDA CUBE	—	—	0.36%	5.26%
MU CUBE	—	—	0.36%	5.26%
NU CUBE	—	—	0.36%	5.26%
Xi CUBE	—	—	0.36%	5.26%
RHO CUBE	—	—	0.36%	5.26%
TAU CUBE	—	—	0.36%	5.26%
UPSILON CUBE	—	—	0.36%	5.26%
PHI CUBE	—	—	0.36%	5.26%
CHI CUBE	—	—	0.36%	5.26%
OMEGA CUBE	—	—	0.36%	5.26%
OMICRON CUBE	—	—	0.36%	5.26%
HEXA CUBE	—	—	0.36%	5.26%
SHAPOD LV.1	0.03%	0.03%	0.71%	—
SHAPOD LV.2	—	—	1.07%	—
SHAPOD LV.27	—	—	1.07%	—
SHAPOD LV.28	0.55%	0.50%	8.54%	—
SAMEPOD LV.1	—	—	—	—
SAMEPOD LV.2	—	—	—	—
SAMEPOD LV.27	—	—	—	—
SAMEPOD LV.28	—	—	—	—
MOSSAPOD LV.1	—	—	0.02%	—
MOSSAPOD LV.10	—	—	0.04%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.36%	—
MESAPOD LV.1	0.03%	0.03%	0.71%	—
MESAPOD LV.2	—	—	1.07%	—
MESAPOD LV.27	—	—	1.07%	—
MESAPOD LV.28	0.55%	0.50%	8.54%	—
AZAPOD LV.1	0.03%	0.03%	0.71%	—
AZAPOD LV.2	—	—	1.07%	—
AZAPOD LV.27	—	—	1.07%	—
AZAPOD LV.28	0.55%	0.50%	8.54%	—
MANTRAPOD LV.1	0.03%	0.03%	0.71%	—
MANTRAPOD LV.2	—	—	1.07%	—
MANTRAPOD LV.27	—	—	1.07%	—
MANTRAPOD LV.28	0.55%	0.50%	8.54%	—
SHOPOD LV.1	0.0%	0.0%	0.7%	—
SHOPOD LV.2	0.0%	0.0%	1.1%	—
SHOPOD LV.27	0.0%	0.0%	1.1%	—
SHOPOD LV.28	0.5%	0.5%	8.5%	—

EAST SPRING HILL

ITEM	25	26	YELLOW	GREEN
# OF DIG SPOTS	25	26	12	1
COULD BE EMPTY	33.87%	33.87%	32.28%	—
CORONIUM C	1.51%	1.51%	—	—
CORONIUM B	2.26%	2.26%	—	—
CORONIUM A	7.53%	7.53%	—	—
CORONIUM A+	3.76%	3.76%	—	—
AURORIUM C	1.51%	1.51%	—	—
AURORIUM B	2.26%	2.26%	—	—
AURORIUM A	7.53%	7.53%	—	—
AURORIUM A+	3.76%	3.76%	—	—
FLASHIUM C	1.51%	1.51%	—	—
FLASHIUM B	2.26%	2.26%	—	—
FLASHIUM A	7.53%	7.53%	—	—
FLASHIUM A+	3.76%	3.76%	—	—
AURORIUM S	0.75%	0.75%	—	—
CORONIUM S	0.75%	0.75%	—	—
FLASHIUM S	0.75%	0.75%	—	—
EVOLVE L	0.38%	0.38%	—	—
EVOLVE M	0.38%	0.38%	—	—
PLATINUM	0.75%	0.75%	—	—
PEARL	0.60%	0.60%	—	—
SAPPHIRE	0.15%	0.15%	—	—
EMERALD	0.15%	0.15%	—	—
RUBY	0.84%	0.84%	—	—
DIAMOND	2.51%	2.51%	—	—
GOLD	7.52%	7.52%	—	—
ATK SEED	—	—	0.69%	—
DEF SEED	—	—	0.69%	—
HP SEED	—	—	0.69%	—
MYSTERY STONE	0.75%	0.75%	—	—
MYSTERY STONE SEEDS	0.60%	0.60%	—	—
MYSTERY STONE METAL	—	—	0.34%	—
MYSTERY STONE JEWEL	0.45%	0.45%	—	—
MYSTERY STONE ?	0.30%	0.30%	—	—
MYSTERY STONE PRESEN	0.15%	0.15%	—	—
MYSTERY STONE FONS	—	—	3.43%	—
ALPHA CUBE	—	—	0.34%	5.26%
DELTA CUBE	—	—	0.34%	5.26%
EPSILON CUBE	—	—	0.34%	5.26%
ETA CUBE	—	—	0.34%	5.26%
THETA CUBE	—	—	0.34%	5.26%
IOTA CUBE	—	—	0.34%	5.26%
KAPPA CUBE	—	—	0.34%	5.26%
LAMBDA CUBE	—	—	0.34%	5.26%
MU CUBE	—	—	0.34%	5.26%
NU CUBE	—	—	0.34%	5.26%
XI CUBE	—	—	0.34%	5.26%
RHO CUBE	—	—	0.34%	5.26%
TAU CUBE	—	—	0.34%	5.26%
UPSILON CUBE	—	—	0.34%	5.26%
PHI CUBE	—	—	0.34%	5.26%
CHI CUBE	—	—	0.34%	5.26%
OMEGA CUBE	—	—	0.34%	5.26%
OMICRON CUBE	—	—	0.34%	5.26%
HEXA CUBE	—	—	0.34%	5.26%
SHAPOD LV1	0.04%	0.04%	0.69%	—
SHAPOD LV26	—	—	1.03%	—
SHAPOD LV27	—	—	1.03%	—
SHAPOD LV28	0.60%	0.60%	8.24%	—
MOSSAPOD LV1	—	—	0.03%	—
MOSSAPOD LV10	—	—	0.03%	—
MOSSAPOD LV9	—	—	0.01%	—
MOSSAPOD LV8	—	—	0.34%	—
MESAPOD LV1	0.04%	0.04%	0.69%	—
MESAPOD LV26	—	—	1.03%	—
MESAPOD LV27	—	—	1.03%	—
MESAPOD LV28	0.60%	0.60%	8.24%	—
AZAPOD LV1	0.04%	0.04%	0.69%	—
AZAPOD LV26	—	—	1.03%	—
AZAPOD LV27	—	—	1.03%	—
AZAPOD LV28	0.60%	0.60%	8.24%	—
MANTRAPOD LV1	0.04%	0.04%	0.69%	—
MANTRAPOD LV26	—	—	1.03%	—
MANTRAPOD LV27	—	—	1.03%	—
MANTRAPOD LV28	0.60%	0.60%	8.24%	—
SHOPOD LV1	0.0%	0.0%	0.7%	—
SHOPOD LV26	0.0%	0.0%	1.0%	—
SHOPOD LV27	0.0%	0.0%	1.0%	—
SHOPOD LV28	0.6%	0.6%	8.2%	—

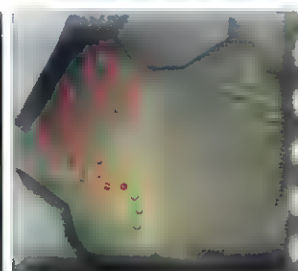
DRIED UP DARK LAKE

ITEM	32	7	YELLOW	GREEN	PURPLE
# OF DIG SPOTS	32	7	23	1	1
COULD BE EMPTY	50.85%	50.85%	—	—	—
CORONIUM C	10.82%	10.82%	—	—	—
CORONIUM B	3.25%	3.25%	—	—	—
CORONIUM A	1.08%	1.08%	—	—	—
CORONIUM A+	0.54%	0.54%	—	—	—
AURORIUM C	10.82%	10.82%	—	—	—
AURORIUM B	3.25%	3.25%	—	—	—
AURORIUM A	1.08%	1.08%	—	—	—
AURORIUM A+	0.54%	0.54%	—	—	—
FLASHIUM C	10.82%	10.82%	—	—	—
FLASHIUM B	3.25%	3.25%	—	—	—
FLASHIUM A	1.08%	1.08%	—	—	—
FLASHIUM A+	0.54%	0.54%	—	—	—
DARK C	—	—	22.05%	—	—
DARK B	—	—	14.96%	—	—
DARK A	—	—	7.87%	—	—
DARK A+	—	—	4.72%	—	—
RUBY	0.01%	0.01%	—	—	—
DIAMOND	0.01%	0.01%	—	—	—
GOLD	0.01%	0.01%	—	—	—
ALPHA CUBE	0.11%	0.11%	—	5.26%	—
DELTA CUBE	0.11%	0.11%	—	5.26%	—
EPSILON CUBE	0.11%	0.11%	—	5.26%	—
ETA CUBE	0.11%	0.11%	—	5.26%	—
THETA CUBE	0.11%	0.11%	—	5.26%	—
IOTA CUBE	0.11%	0.11%	—	5.26%	—
KAPPA CUBE	0.11%	0.11%	—	5.26%	—
LAMBDA CUBE	0.11%	0.11%	—	5.26%	—
MU CUBE	0.11%	0.11%	—	5.26%	—
NU CUBE	0.11%	0.11%	—	5.26%	—
XI CUBE	0.11%	0.11%	—	5.26%	—
RHO CUBE	0.11%	0.11%	—	5.26%	—
TAU CUBE	0.11%	0.11%	—	5.26%	—
UPSILON CUBE	0.11%	0.11%	—	5.26%	—
PHI CUBE	0.11%	0.11%	—	5.26%	—
CHI CUBE	0.11%	0.11%	—	5.26%	—
OMEGA CUBE	0.11%	0.11%	—	5.26%	—
OMICRON CUBE	0.11%	0.11%	—	5.26%	—
HEXA CUBE	0.11%	0.11%	—	5.26%	—
SAMEPOD LV1	—	—	1.57%	—	—
SAMEPOD LV26	—	—	2.36%	—	—
SAMEPOD LV27	—	—	2.36%	—	—
SAMEPOD LV28	—	—	18.90%	—	—
ZYRAPOD LV1	—	—	1.57%	—	—
ZYRAPOD LV26	—	—	2.36%	—	—
ZYRAPOD LV27	—	—	2.36%	—	—
ZYRAPOD LV28	—	—	18.90%	—	100.00%

EAST SPRING HILL



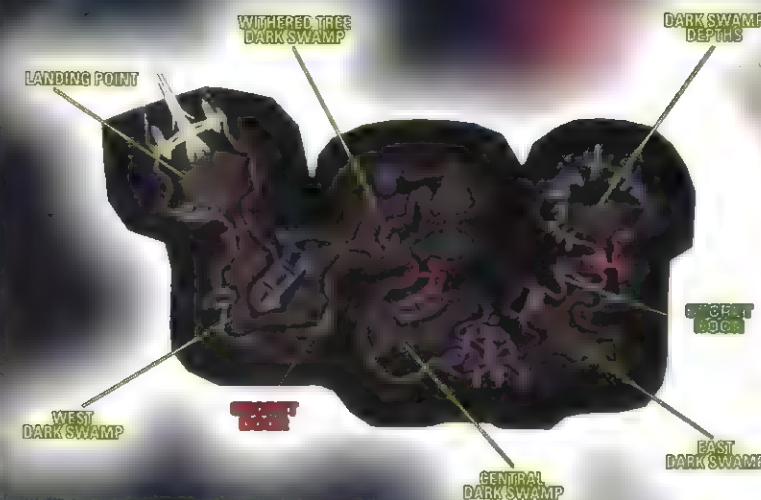
DRIED UP DARK LAKE



FON'S SECRET ROOM



All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.



WEST DARK SWAMP

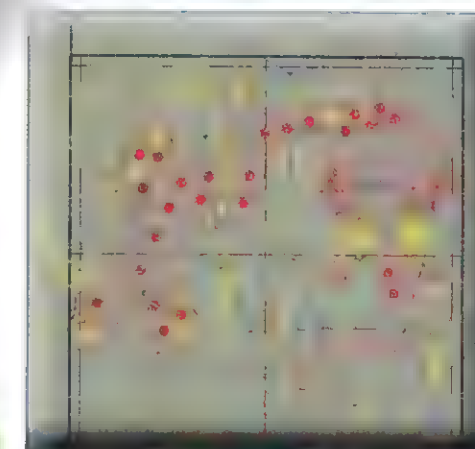


DARKMOS'S SECRET ROOM



All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.

WITHERED TREE DARK SWAMP

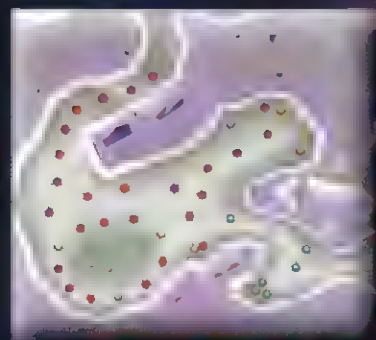


ITEM	25	10	YELLOW	GREEN	PURPLE
# OF DIG SPOTS	25	10	9	1	1
COULD BE EMPTY	36.76%	36.76%	32.55%	—	—
DARK C	1.84%	1.84%	—	—	—
DARK B	18.38%	18.38%	—	—	—
DARK A	18.38%	18.38%	—	—	—
DARK A+	18.38%	18.38%	—	—	—
CHROMA 1	0.18%	0.18%	—	—	—
CHROMA 2	0.18%	0.18%	—	—	—
CHROMA 3	0.18%	0.18%	—	—	—
PLATINUM	0.18%	0.18%	—	—	—
PEARL	0.18%	0.18%	—	—	—
SAPPHIRE	0.18%	0.18%	—	—	—
EMERALD	0.18%	0.18%	—	—	—
RUBY	0.09%	0.09%	—	—	—
DIAMOND	0.09%	0.09%	—	—	—
GOLD	0.09%	0.09%	—	—	—
STONE DARKMOS	—	—	1.89%	—	—
ALPHA CUBE	—	—	0.47%	5.26%	—
DELTA CUBE	—	—	0.47%	5.26%	—
EPSILON CUBE	—	—	0.47%	5.26%	—
ETA CUBE	—	—	0.47%	5.26%	—
THETA CUBE	—	—	0.47%	5.26%	—
IOTA CUBE	—	—	0.47%	5.26%	—
KAPPA CUBE	—	—	0.47%	5.26%	—
LAMBDA CUBE	—	—	0.47%	5.26%	—
MU CUBE	—	—	0.47%	5.26%	—
NU CUBE	—	—	0.47%	5.26%	—
XI CUBE	—	—	0.47%	5.26%	—
RHO CUBE	—	—	0.47%	5.26%	—
TAU CUBE	—	—	0.47%	5.26%	—
UPSILON CUBE	—	—	0.47%	5.26%	—
PHI CUBE	—	—	0.47%	5.26%	—
CHI CUBE	—	—	0.47%	5.26%	—
OMEGA CUBE	—	—	0.47%	5.26%	—
OMICRON CUBE	—	—	0.47%	5.26%	—
HEXA CUBE	—	—	0.47%	5.26%	—
MUSAPOD LV1	0.09%	0.09%	4.72%	—	—
MUSAPOD LV30	—	—	1.42%	—	—
MUSAPOD LV31	—	—	1.42%	—	—
MUSAPOD LV32	—	—	1.42%	—	—
MUSAPOD LV33	1.47%	1.47%	11.32%	—	—
MUSAPOD LV34	0.09%	0.09%	4.72%	—	—
MUSAPOD LV35	—	—	1.42%	—	—
MUSAPOD LV36	—	—	1.42%	—	—
MUSAPOD LV37	1.47%	1.47%	11.32%	—	—
MUSAPOD LV38	—	—	1.42%	—	—
MUSAPOD LV39	0.09%	0.09%	4.72%	—	—
MUSAPOD LV40	—	—	1.42%	—	—
MUSAPOD LV41	—	—	1.42%	—	—
MUSAPOD LV42	1.47%	1.47%	11.32%	—	—
MUSAPOD LV43	—	—	1.42%	—	—
MUSAPOD LV44	—	—	1.42%	—	—
MUSAPOD LV45	1.47%	1.47%	11.32%	—	—

ITEM	25	10	YELLOW	GREEN	PURPLE
# OF DIG SPOTS	25	10	9	1	1
COULD BE EMPTY	36.73%	36.73%	32.18%	—	—
DARK C	1.84%	1.84%	—	—	—
DARK B	18.37%	18.37%	—	—	—
DARK A	18.37%	18.37%	—	—	—
DARK A+	18.37%	18.37%	—	—	—
CHROMA 1	0.37%	0.37%	—	—	—
CHROMA 2	0.37%	0.37%	—	—	—
CHROMA 3	0.37%	0.37%	—	—	—
RUBY	0.18%	0.18%	—	—	—
DIAMOND	0.18%	0.18%	—	—	—
GOLD	0.18%	0.18%	—	—	—
MYSTERY STONE DARKMOS	—	—	1.72%	—	—
ALPHA CUBE	—	—	0.57%	5.26%	—
DELTA CUBE	—	—	0.57%	5.26%	—
EPSILON CUBE	—	—	0.57%	5.26%	—
ETA CUBE	—	—	0.57%	5.26%	—
THETA CUBE	—	—	0.57%	5.26%	—
IOTA CUBE	—	—	0.57%	5.26%	—
KAPPA CUBE	—	—	0.57%	5.26%	—
LAMBDA CUBE	—	—	0.57%	5.26%	—
MU CUBE	—	—	0.57%	5.26%	—
NU CUBE	—	—	0.57%	5.26%	—
XI CUBE	—	—	0.57%	5.26%	—
RHO CUBE	—	—	0.57%	5.26%	—
TAU CUBE	—	—	0.57%	5.26%	—
UPSILON CUBE	—	—	0.57%	5.26%	—
PHI CUBE	—	—	0.57%	5.26%	—
CHI CUBE	—	—	0.57%	5.26%	—
OMEGA CUBE	—	—	0.57%	5.26%	—
OMICRON CUBE	—	—	0.57%	5.26%	—
HEXA CUBE	—	—	0.57%	5.26%	—
MUSAPOD LV1	0.09%	0.09%	1.15%	—	—
MUSAPOD LV30	—	—	1.72%	—	—
MUSAPOD LV31	—	—	1.72%	—	—
MUSAPOD LV32	—	—	1.72%	—	—
MUSAPOD LV33	1.47%	1.47%	13.79%	—	—
MUSAPOD LV34	0.09%	0.09%	1.15%	—	—
MUSAPOD LV35	—	—	1.72%	—	—
MUSAPOD LV36	—	—	1.72%	—	—
MUSAPOD LV37	1.47%	1.47%	13.79%	—	—
MUSAPOD LV38	—	—	1.72%	—	—
MUSAPOD LV39	0.09%	0.09%	1.15%	—	—
MUSAPOD LV40	—	—	1.72%	—	—
MUSAPOD LV41	—	—	1.72%	—	—
MUSAPOD LV42	1.47%	1.47%	13.79%	—	—

DARKMOS

CENTRAL DARK SWAMP



EAST DARK SWAMP



DARK SWAMP DEPTHS



CENTRAL DARK SWAMP

ITEM	RED	BLUE	YELLOW	GREEN
# OF DIG SPOTS	26	5	8	1
COULD BE EMPTY	37.47%	37.47%	32.18%	—
DARK C	2.34%	2.34%	—	—
DARK B	14.05%	14.05%	—	—
DARK A	14.05%	14.05%	—	—
DARK A+	14.05%	14.05%	—	—
CHROMA 1	0.47%	0.47%	—	—
CHROMA 2	0.47%	0.47%	—	—
CHROMA 3	0.47%	0.47%	—	—
PLATINUM	0.47%	0.47%	—	—
PEARL	0.47%	0.47%	—	—
SAPPHIRE	0.47%	0.47%	—	—
EMERALD	0.47%	0.47%	—	—
RUBY	0.94%	0.94%	—	—
DIAMOND	0.94%	0.94%	—	—
GOLD	0.94%	0.94%	—	—
MYSTERY STONE DARKMOS	—	—	1.72%	—
ALPHA CUBE	—	—	0.57%	5.26%
BETA CUBE	—	—	0.57%	5.26%
EPSILON CUBE	—	—	0.57%	5.26%
ETA CUBE	—	—	0.57%	5.26%
THETA CUBE	—	—	0.57%	5.26%
IOTA CUBE	—	—	0.57%	5.26%
KAPPA CUBE	—	—	0.57%	5.26%
LAMBDA CUBE	—	—	0.57%	5.26%
MU CUBE	—	—	0.57%	5.26%
NU CUBE	—	—	0.57%	5.26%
Xi CUBE	—	—	0.57%	5.26%
RHO CUBE	—	—	0.57%	5.26%
TAU CUBE	—	—	0.57%	5.26%
UPSILON CUBE	—	—	0.57%	5.26%
PHI CUBE	—	—	0.57%	5.26%
CHI CUBE	—	—	0.57%	5.26%
OMEGA CUBE	—	—	0.57%	5.26%
OMICRON CUBE	—	—	0.57%	5.26%
HEXA CUBE	—	—	0.57%	5.26%
MUSAPOD LV.1	0.23%	0.23%	1.15%	—
MUSAPOD LV.2	—	—	1.72%	—
MUSAPOD LV.3	—	—	1.72%	—
MUSAPOD LV.4	3.75%	3.75%	13.79%	—
MUSAPOD LV.5	0.23%	0.23%	1.15%	—
MUSAPOD LV.6	—	—	1.72%	—
MUSAPOD LV.7	—	—	1.72%	—
MUSAPOD LV.8	3.75%	3.75%	13.79%	—
MUSAPOD LV.9	0.23%	0.23%	1.15%	—
MUSAPOD LV.10	—	—	1.72%	—
MUSAPOD LV.11	—	—	1.72%	—
MUSAPOD LV.12	3.75%	3.75%	13.79%	—
MUSAPOD LV.13	0.23%	0.23%	1.15%	—
MUSAPOD LV.14	—	—	1.72%	—
MUSAPOD LV.15	—	—	1.72%	—
MUSAPOD LV.16	3.75%	3.75%	13.79%	—

DARK SWAMP DEPTHS

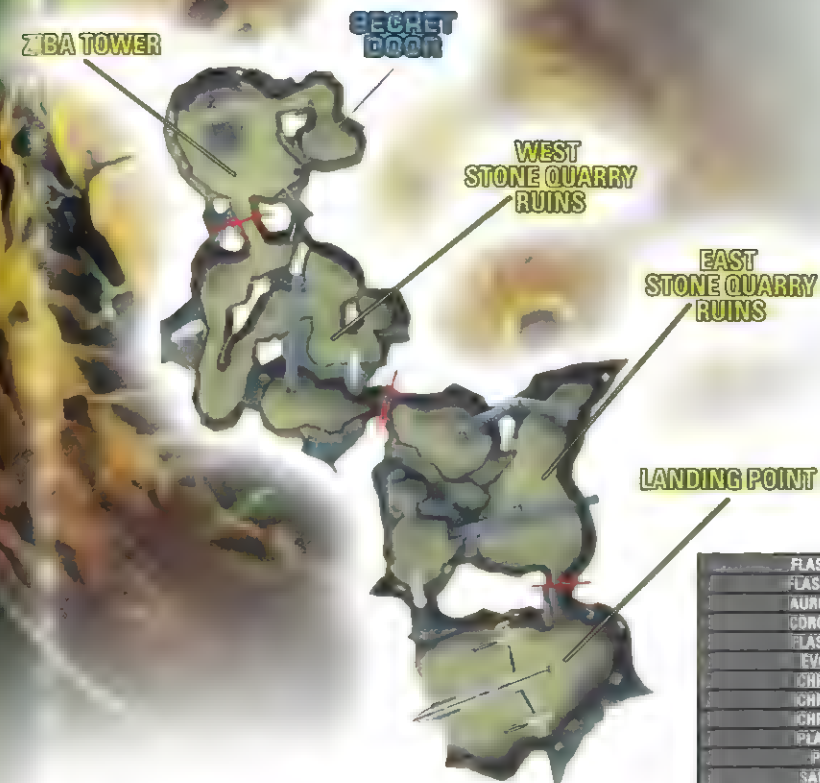
ITEM	RED	BLUE	YELLOW	GREEN
# OF DIG SPOTS	26	5	8	1
COULD BE EMPTY	35.01%	34.68%	33.78%	—
DARK C	6.09%	6.03%	—	—
DARK B	30.44%	30.16%	—	—
DARK A	15.22%	15.08%	—	—
CHROMA 1	0.30%	0.60%	—	—
CHROMA 2	0.24%	0.48%	—	—
CHROMA 3	0.18%	0.36%	—	—
PLATINUM	0.12%	0.24%	—	—
PEARL	0.06%	0.15%	—	—
RUBY	1.52%	1.51%	—	—
DIAMOND	1.52%	1.51%	—	—
GOLD	1.52%	1.51%	—	—
MYSTERY STONE DARKMOS	—	—	1.35%	—

EAST DARK SWAMP

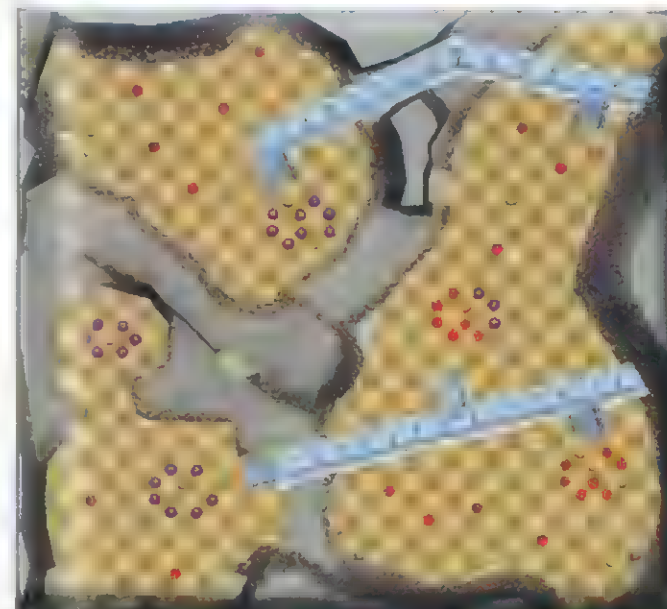
ITEM	RED	BLUE	YELLOW	GREEN
# OF DIG SPOTS	26	5	8	1
COULD BE EMPTY	25.50%	25.50%	32.00%	—
DARK B	21.25%	21.25%	—	—
DARK A	21.25%	21.25%	—	—
DARK A+	21.25%	21.25%	—	—
CHROMA 1	0.21%	0.21%	—	—
CHROMA 2	0.21%	0.21%	—	—
CHROMA 3	0.21%	0.21%	—	—
PLATINUM	0.21%	0.21%	—	—
PEARL	0.21%	0.21%	—	—
SAPPHIRE	0.21%	0.21%	—	—
EMERALD	0.21%	0.21%	—	—
RUBY	1.28%	1.28%	—	—
DIAMOND	1.28%	1.28%	—	—
GOLD	1.28%	1.28%	—	—
MYSTERY STONE DARKMOS	—	—	2.28%	—
ALPHA CUBE	—	—	0.57%	5.26%
BETA CUBE	—	—	0.57%	5.26%
EPSILON CUBE	—	—	0.57%	5.26%
ETA CUBE	—	—	0.57%	5.26%
THETA CUBE	—	—	0.57%	5.26%
IOTA CUBE	—	—	0.57%	5.26%
KAPPA CUBE	—	—	0.57%	5.26%
LAMBDA CUBE	—	—	0.57%	5.26%
MU CUBE	—	—	0.57%	5.26%
NU CUBE	—	—	0.57%	5.26%
Xi CUBE	—	—	0.57%	5.26%
RHO CUBE	—	—	0.57%	5.26%
TAU CUBE	—	—	0.57%	5.26%
UPSILON CUBE	—	—	0.57%	5.26%
PHI CUBE	—	—	0.57%	5.26%
CHI CUBE	—	—	0.57%	5.26%
OMEGA CUBE	—	—	0.57%	5.26%
OMICRON CUBE	—	—	0.57%	5.26%
HEXA CUBE	—	—	0.57%	5.26%
MUSAPOD LV.1	0.11%	0.11%	1.14%	—
MUSAPOD LV.2	—	—	1.71%	—
MUSAPOD LV.3	—	—	1.71%	—
MUSAPOD LV.4	1.70%	1.70%	13.71%	—
MUSAPOD LV.5	0.11%	0.11%	1.14%	—
MUSAPOD LV.6	—	—	1.71%	—
MUSAPOD LV.7	—	—	1.71%	—
MUSAPOD LV.8	1.70%	1.70%	13.71%	—
MUSAPOD LV.9	0.11%	0.11%	1.14%	—
MUSAPOD LV.10	—	—	1.71%	—
MUSAPOD LV.11	—	—	1.71%	—
MUSAPOD LV.12	1.70%	1.70%	13.71%	—
MUSAPOD LV.13	0.11%	0.11%	1.14%	—
MUSAPOD LV.14	—	—	1.71%	—
MUSAPOD LV.15	—	—	1.71%	—
MUSAPOD LV.16	1.70%	1.70%	13.71%	—

ITEM	RED	BLUE	YELLOW	GREEN
# OF DIG SPOTS	26	5	8	1
COULD BE EMPTY	0.15%	0.15%	1.35%	—
MUSAPOD LV.1	—	—	2.03%	—
MUSAPOD LV.2	—	—	2.03%	—
MUSAPOD LV.3	—	—	2.03%	—
MUSAPOD LV.4	2.44%	2.41%	16.22%	—
MUSAPOD LV.5	0.15%	0.15%	1.35%	—
MUSAPOD LV.6	—	—	2.03%	—
MUSAPOD LV.7	—	—	2.03%	—
MUSAPOD LV.8	—	—	2.03%	—
MUSAPOD LV.9	2.44%	2.41%	16.22%	—
MUSAPOD LV.10	0.15%	0.15%	1.35%	—
MUSAPOD LV.11	—	—	2.03%	—
MUSAPOD LV.12	—	—	2.03%	—
MUSAPOD LV.13	—	—	2.03%	—
MUSAPOD LV.14	2.44%	2.41%	16.22%	—
MUSAPOD LV.15	0.15%	0.15%	1.35%	—
MUSAPOD LV.16	—	—	2.03%	—
MUSAPOD LV.17	—	—	2.03%	—
MUSAPOD LV.18	—	—	2.03%	—
MUSAPOD LV.19	2.44%	2.41%	16.22%	—

ZIBA



EAST QUARRY RUINS



ITEM	RED	BLUE	YELLOW	GREEN
# OF DIG SPOTS	27	24	12	1
COULD BE EMPTY	29.97%	29.97%	32.76%	—
CORONIUM C	8.56%	8.56%	—	—
CORONIUM B	6.42%	6.42%	—	—
CORONIUM A	4.28%	4.28%	—	—
CORONIUM A+	1.28%	1.28%	—	—
AURORIUM C	8.56%	8.56%	—	—
AURORIUM B	6.42%	6.42%	—	—
AURORIUM A	4.28%	4.28%	—	—
AURORIUM A+	1.28%	1.28%	—	—
FLASHIUM C	8.56%	8.56%	—	—
FLASHIUM B	6.42%	6.42%	—	—

ITEM	RED	BLUE	YELLOW	GREEN
FLASHIUM A	4.28%	4.28%	—	—
FLASHIUM A+	1.28%	1.28%	—	—
AURORIUM S	0.86%	0.86%	—	—
CORONIUM S	0.21%	0.21%	—	—
FLASHIUM S	0.21%	0.21%	—	—
EVOLVE B	0.21%	0.21%	—	—
CHROMA 1	1.03%	1.03%	—	—
CHROMA 2	0.86%	0.86%	—	—
CHROMA 3	0.68%	0.68%	—	—
PLATINUM	0.51%	0.51%	—	—
PEARL	0.34%	0.34%	—	—
SAPPHIRE	0.04%	0.04%	—	—
EMERALD	0.04%	0.04%	—	—
RUBY	0.43%	0.43%	—	—
DIAMOND	0.43%	0.43%	—	—
GOLD	0.43%	0.43%	—	—
ATK SEED	—	—	0.82%	—
DEF SEED	—	—	0.82%	—
HP SEED	—	—	0.82%	—
MYSTERY STONE	0.43%	0.43%	—	—
MYSTERY STONE	0.21%	0.21%	—	—
MYSTERY STONE METAL	—	—	0.41%	—
MYSTERY STONE ZIBA	—	—	3.69%	—
ALPHA CUBE	—	—	0.41%	5.26%
BETA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
Xi CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
SEGPOD LV.1	0.02%	0.02%	0.82%	—
SEGPOD LV.2	—	—	1.23%	—
SEGPOD LV.3	—	—	1.23%	—
SEGPOD LV.4	0.34%	0.34%	9.83%	—
ADPOD LV.1	0.02%	0.02%	0.82%	—
ADPOD LV.2	—	—	1.23%	—
ADPOD LV.3	—	—	1.23%	—
ADPOD LV.4	0.34%	0.34%	9.83%	—
KASUPOD LV.1	0.02%	0.02%	0.82%	—
KASUPOD LV.2	—	—	1.23%	—
KASUPOD LV.3	—	—	1.23%	—
KASUPOD LV.4	0.34%	0.34%	9.83%	—
MOSSAPOD LV.1	—	—	0.04%	—
MOSSAPOD LV.2	—	—	0.01%	—
MOSSAPOD LV.3	—	—	0.41%	—
KARAPOD LV.1	0.02%	0.02%	0.82%	—
KARAPOD LV.2	—	—	1.23%	—
KARAPOD LV.3	—	—	1.23%	—
KARAPOD LV.4	0.34%	0.34%	9.83%	—

WEST STONE QUARRY RUINS



ITEM	21	25	12	1
# OF DIG SPOTS	21	25	12	1
COULD BE EMPTY	33.81%	33.81%	32.43%	—
CORONIUM C	8.45%	8.45%	—	—
CORONIUM B	6.34%	6.34%	—	—
CORONIUM A	4.23%	4.23%	—	—
CORONIUM A+	0.85%	0.85%	—	—
AURORIUM C	8.45%	8.45%	—	—
AURORIUM B	6.34%	6.34%	—	—
AURORIUM A	4.23%	4.23%	—	—
AURORIUM A+	0.85%	0.85%	—	—
FLASHIUM C	8.45%	8.45%	—	—
FLASHIUM B	6.34%	6.34%	—	—
FLASHIUM A	4.23%	4.23%	—	—
FLASHIUM A+	0.85%	0.85%	—	—
AURORIUM S	0.42%	0.42%	—	—
CORONIUM S	0.21%	0.21%	—	—
FLASHIUM S	0.21%	0.21%	—	—
EVOLVE B	0.21%	0.21%	—	—
CHROMA 1	0.85%	0.85%	—	—
CHROMA 2	0.63%	0.63%	—	—
CHROMA 3	0.42%	0.42%	—	—
PLATINUM	0.21%	0.21%	—	—
PEARL	0.04%	0.04%	—	—
SAPPHIRE	0.02%	0.02%	—	—
EMERALD	0.02%	0.02%	—	—
RUBY	0.42%	0.42%	—	—
DIAMOND	0.42%	0.42%	—	—
GOLD	0.42%	0.42%	—	—
ATK SEED	—	—	0.82%	—
DEF SEED	—	—	0.82%	—
HP SEED	—	—	0.82%	—
MYSTERY STONE	0.42%	0.42%	—	—
MYSTERY STONE	0.21%	0.21%	—	—
MYSTERY STONE METAL	—	—	0.82%	—
MYSTERY STONE ZIBA	—	—	3.67%	—
ALPHA CUBE	—	—	0.41%	5.26%
DELTA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
SEGUPOD LV.1	0.02%	0.02%	0.82%	—
SEGUPOD LV.35	—	—	1.22%	—
SEGUPOD LV.36	—	—	1.22%	—
SEGUPOD LV.37	0.34%	0.34%	9.79%	—
AOPOD LV.1	0.02%	0.02%	0.82%	—
AOPOD LV.35	—	—	1.22%	—
AOPOD LV.36	—	—	1.22%	—
AOPOD LV.37	0.34%	0.34%	9.79%	—
KASUPOD LV.1	0.02%	0.02%	0.82%	—
KASUPOD LV.35	—	—	1.22%	—
KASUPOD LV.36	—	—	1.22%	—
KASUPOD LV.37	0.34%	0.34%	9.79%	—
MOSSAPOD LV.1	—	—	0.02%	—
MOSSAPOD LV.35	—	—	0.04%	—
MOSSAPOD LV.36	—	—	0.01%	—
MOSSAPOD LV.37	—	—	0.41%	—
KARAPOD LV.1	0.02%	0.02%	0.82%	—
KARAPOD LV.35	—	—	1.22%	—
KARAPOD LV.36	—	—	1.22%	—
KARAPOD LV.37	0.34%	0.34%	9.79%	—

TOWER, ZIBA

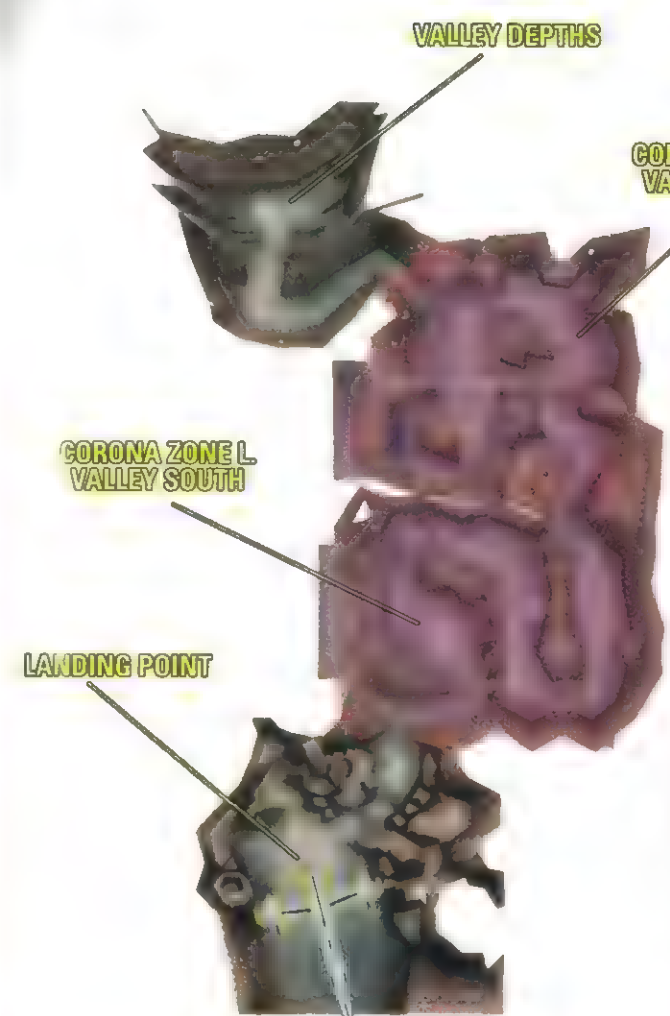


ITEM	21	25	11	1
# OF DIG SPOTS	21	25	11	1
COULD BE EMPTY	31.34%	31.34%	42.92%	—
CORONIUM C	15.67%	15.67%	—	—
CORONIUM B	3.13%	3.13%	—	—
CORONIUM A	0.31%	0.31%	—	—
CORONIUM A+	0.16%	0.16%	—	—
AURORIUM C	15.67%	15.67%	—	—
AURORIUM B	3.13%	3.13%	—	—
AURORIUM A	0.31%	0.31%	—	—
AURORIUM A+	0.16%	0.16%	—	—
FLASHIUM C	15.67%	15.67%	—	—
FLASHIUM B	3.13%	3.13%	—	—
FLASHIUM A	0.31%	0.31%	—	—
FLASHIUM A+	0.16%	0.16%	—	—
AURORIUM S	0.06%	0.06%	—	—
CORONIUM S	0.06%	0.06%	—	—
FLASHIUM S	0.06%	0.06%	—	—
ALPHA CUBE	—	—	0.09%	5.26%
DELTA CUBE	—	—	0.09%	5.26%
EPSILON CUBE	—	—	0.09%	5.26%
ETA CUBE	—	—	0.09%	5.26%
THETA CUBE	—	—	0.09%	5.26%
IOTA CUBE	—	—	0.09%	5.26%
KAPPA CUBE	—	—	0.09%	5.26%
LAMBDA CUBE	—	—	0.09%	5.26%
MU CUBE	—	—	0.09%	5.26%
NU CUBE	—	—	0.09%	5.26%
XI CUBE	—	—	0.09%	5.26%
RHO CUBE	—	—	0.09%	5.26%
TAU CUBE	—	—	0.09%	5.26%
UPSILON CUBE	—	—	0.09%	5.26%
PHI CUBE	—	—	0.09%	5.26%
CHI CUBE	—	—	0.09%	5.26%
OMEGA CUBE	—	—	0.09%	5.26%
OMICRON CUBE	—	—	0.09%	5.26%
HEXA CUBE	—	—	0.09%	5.26%
SEGUPOD LV.1	0.16%	0.16%	0.86%	—
SEGUPOD LV.35	—	—	1.29%	—
SEGUPOD LV.36	—	—	1.29%	—
SEGUPOD LV.37	2.51%	2.51%	10.30%	—
AOPOD LV.1	0.16%	0.16%	0.86%	—
AOPOD LV.35	—	—	1.29%	—
AOPOD LV.36	—	—	1.29%	—
AOPOD LV.37	2.51%	2.51%	10.30%	—
KASUPOD LV.1	0.16%	0.16%	0.86%	—
KASUPOD LV.35	—	—	1.29%	—
KASUPOD LV.36	—	—	1.29%	—
KASUPOD LV.37	2.51%	2.51%	10.30%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.35	—	—	0.01%	—
MOSSAPOD LV.36	—	—	0.43%	—
KARAPOD LV.1	0.16%	0.16%	0.86%	—
KARAPOD LV.35	—	—	1.29%	—
KARAPOD LV.36	—	—	1.29%	—
KARAPOD LV.37	2.51%	2.51%	10.30%	—

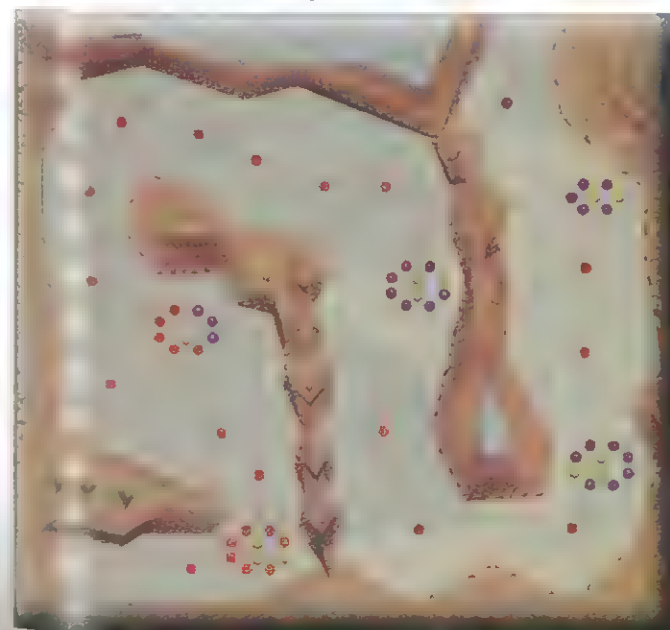
ZIBA'S SECRET ROOM



All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.

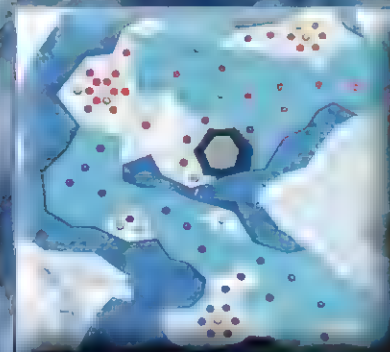


CORONA ZONE, L. VALLEY SOUTH



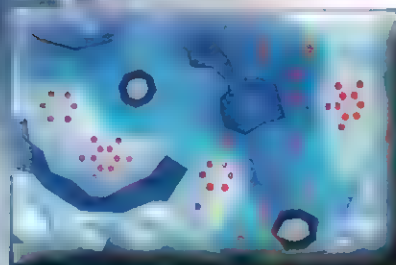
ITEM	21	25	12	1
# OF DIG SPOTS	21	25	12	1
COULD BE EMPTY	32.86%	32.86%	32.75%	—
CORONIUM C	16.43%	16.43%	—	—
CORONIUM B	16.43%	16.43%	—	—
CORONIUM A	10.95%	10.95%	—	—
CORONIUM A+	5.48%	5.48%	—	—
AURORIUM C	2.19%	2.19%	—	—
AURORIUM B	1.64%	1.64%	—	—
AURORIUM A	1.10%	1.10%	—	—
AURORIUM A+	0.55%	0.55%	—	—
FLASHIUM C	2.19%	2.19%	—	—
FLASHIUM B	1.64%	1.64%	—	—
FLASHIUM A	1.10%	1.10%	—	—
FLASHIUM A+	0.55%	0.55%	—	—
AURORIUM S	0.05%	0.05%	—	—
CORONIUM S	0.55%	0.55%	—	—
FLASHIUM S	0.05%	0.05%	—	—
EVOLVE B	0.27%	0.27%	—	—
CHROMA 1	0.55%	0.55%	—	—
CHROMA 2	0.44%	0.44%	—	—
CHROMA 3	0.33%	0.33%	—	—
PLATINUM	0.22%	0.22%	—	—
PEARL	0.11%	0.11%	—	—
SAPPHIRE	—	—	—	—
EMERALD	—	—	—	—
RUBY	0.55%	0.55%	—	—
DIAMOND	0.55%	0.55%	—	—
GOLD	0.55%	0.55%	—	—
ATK SEED	—	—	0.82%	—
DEF SEED	—	—	0.82%	—
HP SEED	—	—	0.82%	—
MYSTERY STONE	0.55%	0.55%	—	—
MYSTERY STONE	0.27%	0.27%	—	—
MYSTERY STONE METAL	—	—	0.82%	—
MYSTERY STONE AKABOSHI	—	—	3.28%	—
ALPHA CUBE	—	—	0.41%	5.26%
DELTA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
MOSSAPOD LV.1	—	—	0.04%	—
MOSSAPOD LV.35	—	—	0.04%	—
MOSSAPOD LV.36	—	—	0.01%	—
MOSSAPOD LV.37	—	—	0.41%	—
WINAPOD LV.1	0.03%	0.03%	0.82%	—
WINAPOD LV.35	—	—	1.23%	—
WINAPOD LV.36	—	—	1.23%	—
WINAPOD LV.37	0.44%	0.44%	9.83%	—
THUNAPOD LV.1	0.03%	0.03%	0.82%	—
THUNAPOD LV.35	—	—	1.23%	—
THUNAPOD LV.36	—	—	1.23%	—
THUNAPOD LV.37	0.44%	0.44%	9.83%	—
SENPOD LV.1	0.03%	0.03%	0.82%	—
SENPOD LV.35	—	—	1.23%	—
SENPOD LV.36	—	—	1.23%	—
SENPOD LV.37	0.44%	0.44%	9.83%	—
NOKOPOD LV.1	0.0%	0.0%	0.8%	—
NOKOPOD LV.35	0.0%	0.0%	1.2%	—
NOKOPOD LV.36	0.0%	0.0%	1.2%	—
NOKOPOD LV.37	0.4%	0.4%	9.8%	—

CENTRAL FROZEN RUINS



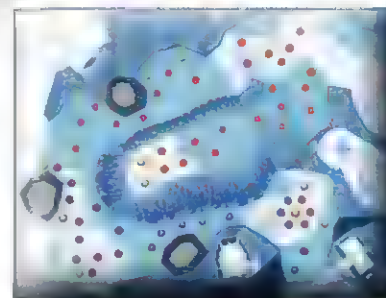
ITEM	25	26	12	1
# OF DIG SPOTS	25	26	12	1
COULD BE EMPTY	32.48%	32.48%	32.48%	—
CORONIUM B	4.99%	4.99%	—	—
CORONIUM A	4.99%	4.99%	—	—
CORONIUM A	2.50%	2.50%	—	—
AURORIUM B	4.99%	4.99%	—	—
AURORIUM A	4.99%	4.99%	—	—
AURORIUM A	2.50%	2.50%	—	—
FLASHIUM B	14.98%	14.98%	—	—
FLASHIUM A	14.98%	14.98%	—	—
FLASHIUM A	4.99%	4.99%	—	—
EVOLVE B	0.25%	0.25%	—	—
CHROMA 1	1.00%	1.00%	—	—
CHROMA 2	0.80%	0.80%	—	—
CHROMA 3	0.60%	0.60%	—	—
PLATINUM	0.40%	0.40%	—	—
PEARL	0.20%	0.20%	—	—
RUBY	0.50%	0.50%	—	—
DIAMOND	0.50%	0.50%	—	—
GOLD	0.50%	0.50%	—	—
ATK SEED	—	—	0.69%	—
DEF SEED	—	—	0.69%	—
HP SEED	—	—	0.69%	—
MYSTERY STONE	0.50%	0.50%	—	—
MYSTERY STONE	0.25%	0.25%	—	—
MYSTERY STONE METAL	—	—	0.34%	—
MYSTERY STONE HYOGA	—	—	4.12%	—
ALPHA CUBE	—	—	—	5.56%
DELTA CUBE	—	—	0.34%	5.56%
EPSILON CUBE	—	—	0.34%	5.56%
ETA CUBE	—	—	0.34%	5.56%
THETA CUBE	—	—	0.34%	5.56%
IOTA CUBE	—	—	0.34%	5.56%
KAPPA CUBE	—	—	0.34%	5.56%
LAMBDA CUBE	—	—	0.34%	5.56%
MU CUBE	—	—	0.34%	5.56%
NU CUBE	—	—	0.34%	5.56%
XI CUBE	—	—	0.34%	5.56%
RHO CUBE	—	—	0.34%	5.56%
TAU CUBE	—	—	0.34%	5.56%
UPSILON CUBE	—	—	0.34%	5.56%
PHI CUBE	—	—	0.34%	5.56%
CHI CUBE	—	—	0.34%	5.56%
OMEGA CUBE	—	—	0.34%	5.56%
OMICRON CUBE	—	—	0.34%	5.56%
GRILPOD LV1	0.02%	0.02%	0.69%	—
GRILPOD LV14	—	—	1.03%	—
GRILPOD LV15	—	—	1.03%	—
GRILPOD LV13	0.40%	0.40%	8.24%	—
MOSSAPOD LV1	—	—	0.02%	—
MOSSAPOD LV11	—	—	0.03%	—
MOSSAPOD LV11	—	—	0.01%	—
MOSSAPOD LV13	—	—	0.34%	—
TAMAPOD LV1	0.02%	0.02%	0.69%	—
TAMAPOD LV14	—	—	1.03%	—
TAMAPOD LV15	—	—	1.03%	—
TAMAPOD LV13	0.40%	0.40%	8.24%	—
MUGOPOD LV1	0.02%	0.02%	0.69%	—
MUGOPOD LV14	—	—	1.03%	—
MUGOPOD LV15	—	—	1.03%	—
MUGOPOD LV13	0.40%	0.40%	8.24%	—
PAGOPOD LV1	0.02%	0.02%	0.69%	—
PAGOPOD LV14	—	—	1.03%	—
PAGOPOD LV15	—	—	1.03%	—
PAGOPOD LV13	0.40%	0.40%	8.24%	—
HAPAPOD LV1	0.02%	0.02%	0.69%	—
HAPAPOD LV14	—	—	1.03%	—
HAPAPOD LV15	—	—	1.03%	—
HAPAPOD LV13	0.40%	0.40%	8.24%	—

WEST FROZEN RUINS



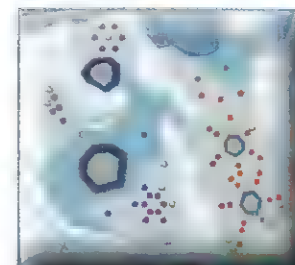
ITEM	25	26	12	1
# OF DIG SPOTS	25	26	12	1
COULD BE EMPTY	30.99%	30.99%	29.77%	—
CORONIUM B	1.03%	1.03%	—	—
CORONIUM A	5.17%	5.17%	—	—
CORONIUM A	2.58%	2.58%	—	—
AURORIUM B	1.03%	1.03%	—	—
AURORIUM A	5.17%	5.17%	—	—
AURORIUM A	2.58%	2.58%	—	—
FLASHIUM B	4.13%	4.13%	—	—
FLASHIUM A	20.66%	20.66%	—	—
FLASHIUM A	5.17%	5.17%	—	—
AURORIUM S	0.52%	0.52%	—	—
CORONIUM S	0.52%	0.52%	—	—
FLASHIUM S	2.07%	2.07%	—	—
EVOLVE L	0.52%	0.52%	—	—
EVOLVE M	0.52%	0.52%	—	—
CHROMA 1	2.07%	2.07%	—	—
CHROMA 2	1.55%	1.55%	—	—
CHROMA 3	1.03%	1.03%	—	—
PLATINUM	0.77%	0.77%	—	—
PEARL	0.15%	0.15%	—	—
SAPPHIRE	0.15%	0.15%	—	—
EMERALD	0.15%	0.15%	—	—
RUBY	1.03%	1.03%	—	—
DIAMOND	1.03%	1.03%	—	—
GOLD	1.03%	1.03%	—	—
ATK SEED	—	—	0.71%	—
DEF SEED	—	—	0.71%	—
HP SEED	—	—	0.71%	—
MYSTERY STONE	1.03%	1.03%	—	—
MYSTERY STONE	1.03%	1.03%	—	—
MYSTERY STONE SEEDS	0.83%	0.83%	—	—
MYSTERY STONE METAL	—	—	0.35%	—
MYSTERY STONE JEWEL	0.62%	0.62%	—	—
MYSTERY STONE ?	0.41%	0.41%	—	—
MYSTERY STONE PRESENT	0.21%	0.21%	—	—
MYSTERY STONE HYOGA	—	—	4.25%	—
ALPHA CUBE	—	—	0.35%	5.56%
DELTA CUBE	—	—	0.35%	5.56%
EPSILON CUBE	—	—	0.35%	5.56%
ETA CUBE	—	—	0.35%	5.56%
THETA CUBE	—	—	0.35%	5.56%
IOTA CUBE	—	—	0.35%	5.56%
KAPPA CUBE	—	—	0.35%	5.56%
LAMBDA CUBE	—	—	0.35%	5.56%
MU CUBE	—	—	0.35%	5.56%
NU CUBE	—	—	0.35%	5.56%
XI CUBE	—	—	0.35%	5.56%
RHO CUBE	—	—	0.35%	5.56%
TAU CUBE	—	—	0.35%	5.56%
UPSILON CUBE	—	—	0.35%	5.56%
PHI CUBE	—	—	0.35%	5.56%
CHI CUBE	—	—	0.35%	5.56%
OMEGA CUBE	—	—	0.35%	5.56%
OMICRON CUBE	—	—	0.35%	5.56%
GRILPOD LV1	0.05%	0.05%	0.71%	—
GRILPOD LV14	—	—	1.06%	—
GRILPOD LV15	—	—	1.06%	—
GRILPOD LV13	0.83%	0.83%	8.50%	—
MOSSAPOD LV1	—	—	0.03%	—
MOSSAPOD LV10	—	—	0.04%	—
MOSSAPOD LV11	—	—	0.01%	—
MOSSAPOD LV13	—	—	0.35%	—
TAMAPOD LV1	0.05%	0.05%	0.71%	—
TAMAPOD LV14	—	—	1.06%	—
TAMAPOD LV15	—	—	1.06%	—
TAMAPOD LV13	0.83%	0.83%	8.50%	—
MUGOPOD LV1	0.05%	0.05%	0.71%	—
MUGOPOD LV14	—	—	1.06%	—
MUGOPOD LV15	—	—	1.06%	—
MUGOPOD LV13	0.83%	0.83%	8.50%	—
PAGOPOD LV1	0.05%	0.05%	0.71%	—
PAGOPOD LV14	—	—	1.06%	—
PAGOPOD LV15	—	—	1.06%	—
PAGOPOD LV13	0.83%	0.83%	8.50%	—
HAPAPOD LV1	0.05%	0.05%	0.71%	—
HAPAPOD LV14	—	—	1.06%	—
HAPAPOD LV15	—	—	1.06%	—
HAPAPOD LV13	0.83%	0.83%	8.50%	—

NORTH FROZEN RUINS



ITEM	27	24	12	1
# OF DIG SPOTS	27	24	12	1
COULD BE EMPTY	33.29%	33.29%	31.23%	—
CORONIUM B	5.12%	5.12%	—	—
CORONIUM A	5.12%	5.12%	—	—
CORONIUM A	2.56%	2.56%	—	—
AURORIUM B	5.12%	5.12%	—	—
AURORIUM A	5.12%	5.12%	—	—
AURORIUM A	2.56%	2.56%	—	—
FLASHIUM B	15.36%	15.36%	—	—
FLASHIUM A	12.80%	12.80%	—	—
FLASHIUM A	5.12%	5.12%	—	—
EVOLVE B	0.26%	0.26%	—	—
EVOLVE L	—	—	—	—
EVOLVE M	—	—	—	—
CHROMA 1	1.02%	1.02%	—	—
CHROMA 2	0.82%	0.82%	—	—
CHROMA 3	0.61%	0.61%	—	—
PLATINUM	0.41%	0.41%	—	—
PEARL	0.20%	0.20%	—	—
RUBY	0.51%	0.51%	—	—
DIAMOND	0.51%	0.51%	—	—
GOLD	0.51%	0.51%	—	—
ATK SEED	—	—	0.69%	—
DEF SEED	—	—	0.69%	—
HP SEED	—	—	0.69%	—
MYSTERY STONE	0.51%	0.51%	—	—
MYSTERY STONE	0.26%	0.26%	—	—
MYSTERY STONE SEEDS	—	—	0.35%	—
MYSTERY STONE METAL	—	—	4.16%	—
MYSTERY STONE HYOGA	—	—	—	5.56%
ALPHA CUBE	—	—	0.35%	5.56%
DELTA CUBE	—	—	0.35%	5.56%
EPSILON CUBE	—	—	0.35%	5.56%
ETA CUBE	—	—	0.35%	5.56%
THETA CUBE	—	—	0.35%	5.56%
IOTA CUBE	—	—	0.35%	5.56%
KAPPA CUBE	—	—	0.35%	5.56%
LAMBDA CUBE	—	—	0.35%	5.56%
MU CUBE	—	—	0.35%	5.56%
NU CUBE	—	—	0.35%	5.56%
XI CUBE	—	—	0.35%	5.56%
RHO CUBE	—	—	0.35%	5.56%
TAU CUBE	—	—	0.35%	5.56%
UPSILON CUBE	—	—	0.35%	5.56%
PHI CUBE	—	—	0.35%	5.56%
CHI CUBE	—	—	0.35%	5.56%
OMEGA CUBE	—	—	0.35%	5.56%
OMICRON CUBE	—	—	0.35%	5.56%
GRILPOD LV1	0.03%	0.03%	0.69%	—
GRILPOD LV14	—	—	1.04%	—
GRILPOD LV15	—	—	1.04%	—
GRILPOD LV13	0.41%	0.41%	8.33%	—
MOSSAPOD LV1	—	—	0.03%	—
MOSSAPOD LV11	—	—	0.03%	—
MOSSAPOD LV11	—	—	0.01%	—
MOSSAPOD LV13	—	—	0.35%	—
TAMAPOD LV1	0.03%	0.03%	0.69%	—
TAMAPOD LV14	—	—	1.04%	—
TAMAPOD LV15	—	—	1.04%	—
TAMAPOD LV13	0.41%	0.41%	8.33%	—
MUGOPOD LV1	0.03%	0.03%	0.69%	—
MUGOPOD LV14	—	—	1.04%	—
MUGOPOD LV15	—	—	1.04%	—
MUGOPOD LV13	0.41%	0.41%	8.33%	—
PAGOPOD LV1	0.03%	0.03%	0.69%	—
PAGOPOD LV14	—	—	1.04%	—
PAGOPOD LV15	—	—	1.04%	—
PAGOPOD LV13	0.41%	0.41%	8.33%	—
HAPAPOD LV1	0.03%	0.03%	0.69%	—
HAPAPOD LV14	—	—	1.04%	—
HAPAPOD LV15	—	—	1.04%	—
HAPAPOD LV13	0.41%	0.41%	8.33%	—

ICE GARDEN

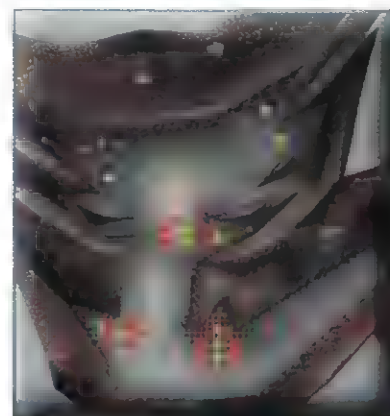


ITEM			YELLOW	GREEN	BLUE
# OF DIG SPOTS	28	22	12	1	1
COULD BE EMPTY	33.79%	33.79%	31.23%	—	—
CORONIUM B	4.45%	4.45%	—	—	—
CORONIUM A	4.45%	4.45%	—	—	—
CORONIUM A+	1.78%	1.78%	—	—	—
AURORIUM B	4.45%	4.45%	—	—	—
AURORIUM A	4.45%	4.45%	—	—	—
AURORIUM A+	1.78%	1.78%	—	—	—
FLASHIUM B	13.34%	13.34%	—	—	—
FLASHIUM A	13.34%	13.34%	—	—	—
FLASHIUM A+	4.45%	4.45%	—	—	—
AURORIUM S	0.04%	0.04%	—	—	—
CORONIUM S	0.04%	0.04%	—	—	—
FLASHIUM S	0.13%	0.13%	—	—	—
EVOLVE L	0.44%	0.44%	—	—	—
EVOLVE M	0.44%	0.44%	—	—	—
CHROMA 2	0.89%	0.89%	—	—	—
CHROMA 3	0.89%	0.89%	—	—	—
PLATINUM	0.71%	0.71%	—	—	—
PEARL	0.53%	0.53%	—	—	—
SAPPHIRE	0.27%	0.27%	—	—	—
EMERALD	0.27%	0.27%	—	—	—
RUBY	0.89%	0.89%	—	—	—
DIAMOND	0.89%	0.89%	—	—	—
GOLD	0.89%	0.89%	—	—	—
ATK SEED	—	—	0.69%	—	—
DEF SEED	—	—	0.69%	—	—
HP SEED	—	—	0.69%	—	—
MYSTERY STONE	0.09%	0.09%	—	—	—
MYSTERY STONE	0.89%	0.89%	—	—	—
MYSTERY STONE SEEDS	0.71%	0.71%	—	—	—
MYSTERY STONE METAL	—	—	0.35%	—	—
MYSTERY STONE JEWEL	0.53%	0.53%	—	—	—
MYSTERY STONE ?	0.36%	0.36%	—	—	—
MYSTERY STONE PRESENT	0.04%	0.04%	—	—	—
MYSTERY STONE HYOGA	—	—	4.16%	—	—
ALPHA CUBE	—	—	0.35%	5.56%	—
DELTA CUBE	—	—	0.35%	5.56%	—
EPSILON CUBE	—	—	0.35%	5.56%	—
FLA CUBE	—	—	0.35%	5.56%	—
THETA CUBE	—	—	0.35%	5.56%	—
IOTA CUBE	—	—	0.35%	5.56%	—
KAPPA CUBE	—	—	0.35%	5.56%	—
LAMBDA CUBE	—	—	0.35%	5.56%	—
MU CUBE	—	—	0.35%	5.56%	—
NU CUBE	—	—	0.35%	5.56%	—
XI CUBE	—	—	0.35%	5.56%	—
RHO CUBE	—	—	0.35%	5.56%	—
TAU CUBE	—	—	0.35%	5.56%	—
UPSILON CUBE	—	—	0.35%	5.56%	—
PHI CUBE	—	—	0.35%	5.56%	—
CHI CUBE	—	—	0.35%	5.56%	—
OMEGA CUBE	—	—	0.35%	5.56%	—
OMICRON CUBE	—	—	0.35%	5.56%	—
GRILPOD LV1	0.04%	0.04%	0.69%	—	—
GRILPOD LV14	—	—	1.04%	—	—
GRILPOD LV15	—	—	1.04%	—	—
GRILPOD LV13	0.71%	0.71%	8.33%	—	—
MOSSAPOD LV1	—	—	0.03%	—	—
MOSSAPOD LV10	—	—	0.03%	—	—
MOSSAPOD LV11	—	—	0.01%	—	—
MOSSAPOD LV9	—	—	0.35%	—	—
TAMAPOD LV1	0.04%	0.04%	0.69%	—	—
TAMAPOD LV14	—	—	1.04%	—	—
TAMAPOD LV15	—	—	1.04%	—	—
TAMAPOD LV13	0.71%	0.71%	8.33%	—	—
MUGOPOD LV1	0.04%	0.04%	0.69%	—	—
MUGOPOD LV14	—	—	1.04%	—	—
MUGOPOD LV15	—	—	1.04%	—	100.00%
MUGOPOD LV13	0.71%	0.71%	8.33%	—	—
PAGOPOD LV1	0.04%	—	0.69%	—	—
PAGOPOD LV14	—	—	1.04%	—	—
PAGOPOD LV15	—	—	1.04%	—	—
PAGOPOD LV13	0.71%	0.71%	8.33%	—	—
HAPAPOD LV1	0.04%	0.04%	0.69%	—	—
HAPAPOD LV14	—	—	1.04%	—	—
HAPAPOD LV15	—	—	1.04%	—	—
HAPAPOD LV13	0.71%	0.71%	8.33%	—	—

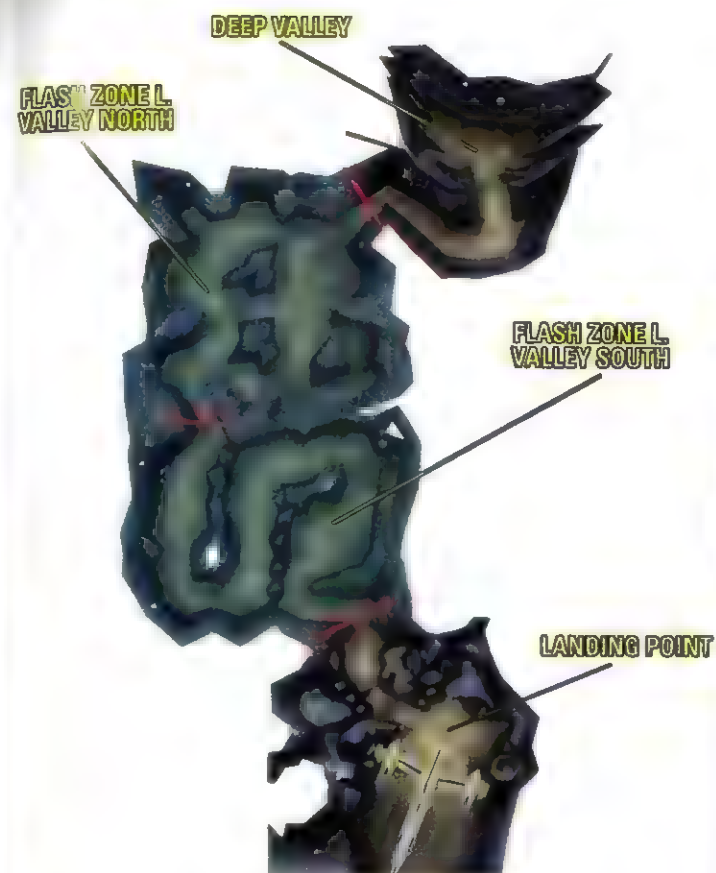
CORONA ZONE, L. VALLEY NORTH VALLEY DEPTHS



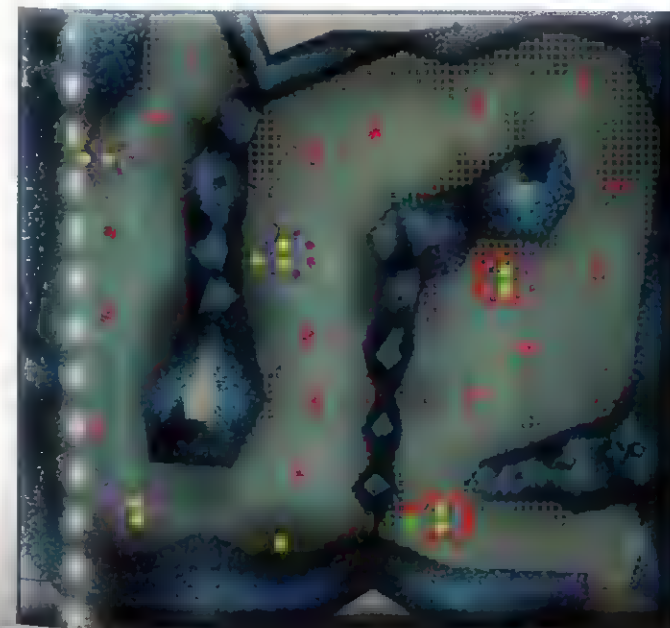
ITEM	26	25	YELLOW	12	1
# OF DIG SPOTS	26	25	12	1	1
COULD BE EMPTY	31.67%	31.67%	32.23%	—	—
CORONIUM C	11.88%	11.88%	—	—	—
CORONIUM B	11.88%	11.88%	—	—	—
CORONIUM A	11.88%	11.88%	—	—	—
CORONIUM A	11.88%	11.88%	—	—	—
AURORIUM C	1.19%	1.19%	—	—	—
AURORIUM B	1.19%	1.19%	—	—	—
AURORIUM A	1.19%	1.19%	—	—	—
AURORIUM A	1.19%	1.19%	—	—	—
FLASHIUM C	1.19%	1.19%	—	—	—
FLASHIUM B	1.19%	1.19%	—	—	—
FLASHIUM A	1.19%	1.19%	—	—	—
FLASHIUM A	1.19%	1.19%	—	—	—
AURORIUM S	0.40%	0.40%	—	—	—
CORONIUM S	3.96%	3.96%	—	—	—
FLASHIUM S	0.40%	0.40%	—	—	—
EVOLVE E	0.20%	0.20%	—	—	—
CHROMA 1	0.79%	0.79%	—	—	—
CHROMA 2	0.71%	0.71%	—	—	—
CHROMA 3	0.63%	0.63%	—	—	—
PLATINUM	0.55%	0.55%	—	—	—
PEARL	0.48%	0.48%	—	—	—
SAPPHIRE	0.04%	0.04%	—	—	—
EMERALD	0.04%	0.04%	—	—	—
RUBY	0.40%	0.40%	—	—	—
DIAMOND	0.40%	0.40%	—	—	—
GOLD	0.40%	0.40%	—	—	—
ATK SEED	—	—	0.81%	—	—
DEF SEED	—	—	0.81%	—	—
HP SEED	—	—	0.81%	—	—
MYSTERY STONE	0.40%	0.40%	—	—	—
MYSTERY STONE	0.20%	0.20%	—	—	—
MYSTERY STONE METAL	—	—	0.81%	—	—
MYSTERY STONE AKABOSHI	—	—	4.84%	—	—
ALPHA CUBE	—	—	0.40%	5.26%	—
DELTA CUBE	—	—	0.40%	5.26%	—
EPSILON CUBE	—	—	0.40%	5.26%	—
ETA CUBE	—	—	0.40%	5.26%	—
THETA CUBE	—	—	0.40%	5.26%	—
IOTA CUBE	—	—	0.40%	5.26%	—
KAPPA CUBE	—	—	0.40%	5.26%	—
LAMBDA CUBE	—	—	0.40%	5.26%	—
MU CUBE	—	—	0.40%	5.26%	—
NU CUBE	—	—	0.40%	5.26%	—
Xi CUBE	—	—	0.40%	5.26%	—
RHO CUBE	—	—	0.40%	5.26%	—
TAU CUBE	—	—	0.40%	5.26%	—
UPSILON CUBE	—	—	0.40%	5.26%	—
PHI CUBE	—	—	0.40%	5.26%	—
CHI CUBE	—	—	0.40%	5.26%	—
OMEGA CUBE	—	—	0.40%	5.26%	—
OMICRON CUBE	—	—	0.40%	5.26%	—
HEXA CUBE	—	—	0.40%	5.26%	—
MOSSAPOD LV.1	—	—	0.02%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.43%	—	—
WINAPOD LV.1	0.34%	0.34%	0.86%	—	—
WINAPOD LV.39	—	—	1.29%	—	—
WINAPOD LV.40	—	—	1.29%	—	100.00%
WINAPOD LV.38	5.49%	5.49%	10.30%	—	—
THUNAPOD LV.1	0.34%	0.34%	0.86%	—	—
THUNAPOD LV.39	—	—	1.29%	—	—
THUNAPOD LV.40	—	—	1.29%	—	—
THUNAPOD LV.38	5.49%	5.49%	10.30%	—	—
SENPOD LV.1	0.34%	0.34%	0.86%	—	—
SENPOD LV.39	—	—	1.29%	—	—
SENPOD LV.40	—	—	1.29%	—	—
SENPOD LV.38	5.49%	5.49%	10.30%	—	—
NOKOPOD LV.1	0.34%	0.34%	0.86%	—	—
NOKOPOD LV.39	—	—	1.29%	—	—
NOKOPOD LV.40	—	—	1.29%	—	—
NOKOPOD LV.38	5.49%	5.49%	10.30%	—	—



ITEM	24	18	YELLOW	10	1	1
# OF DIG SPOTS	24	18	10	1	1	1
COULD BE EMPTY	34.32%	34.32%	42.92%	—	—	—
CORONIUM C	34.32%	34.32%	—	—	—	—
CORONIUM B	6.86%	6.86%	—	—	—	—
CORONIUM A	0.69%	0.69%	—	—	—	—
CORONIUM A	0.34%	0.34%	—	—	—	—
CORONIUM S	0.14%	0.14%	—	—	—	—
FLASHIUM S	—	—	—	—	—	—
ALPHA CUBE	—	—	0.09%	5.26%	—	—
DELTA CUBE	—	—	0.09%	5.26%	—	—
EPSILON CUBE	—	—	0.09%	5.26%	—	—
ETA CUBE	—	—	0.09%	5.26%	—	—
THETA CUBE	—	—	0.09%	5.26%	—	—
IOTA CUBE	—	—	0.09%	5.26%	—	—
KAPPA CUBE	—	—	0.09%	5.26%	—	—
LAMBDA CUBE	—	—	0.09%	5.26%	—	—
MU CUBE	—	—	0.09%	5.26%	—	—
NU CUBE	—	—	0.09%	5.26%	—	—
Xi CUBE	—	—	0.09%	5.26%	—	—
RHO CUBE	—	—	0.09%	5.26%	—	—
TAU CUBE	—	—	0.09%	5.26%	—	—
UPSILON CUBE	—	—	0.09%	5.26%	—	—
PHI CUBE	—	—	0.09%	5.26%	—	—
CHI CUBE	—	—	0.09%	5.26%	—	—
OMEGA CUBE	—	—	0.09%	5.26%	—	—
OMICRON CUBE	—	—	0.09%	5.26%	—	—
HEXA CUBE	—	—	0.09%	5.26%	—	—
MOSSAPOD LV.1	—	—	0.03%	—	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—	—
MOSSAPOD LV.9	—	—	0.43%	—	—	—
WINAPOD LV.1	0.34%	0.34%	0.86%	—	—	—
WINAPOD LV.39	—	—	1.29%	—	—	—
WINAPOD LV.40	—	—	1.29%	—	—	—
WINAPOD LV.38	5.49%	5.49%	10.30%	—	—	—
THUNAPOD LV.1	0.34%	0.34%	0.86%	—	—	—
THUNAPOD LV.39	—	—	1.29%	—	—	—
THUNAPOD LV.40	—	—	1.29%	—	—	—
THUNAPOD LV.38	5.49%	5.49%	10.30%	—	—	—
SENPOD LV.1	0.34%	0.34%	0.86%	—	—	—
SENPOD LV.39	—	—	1.29%	—	—	—
SENPOD LV.40	—	—	1.29%	—	—	—
SENPOD LV.38	5.49%	5.49%	10.30%	—	—	—
NOKOPOD LV.1	0.34%	0.34%	0.86%	—	—	—
NOKOPOD LV.39	—	—	1.29%	—	—	—
NOKOPOD LV.40	—	—	1.29%	—	—	—
NOKOPOD LV.38	5.49%	5.49%	10.30%	—	—	—

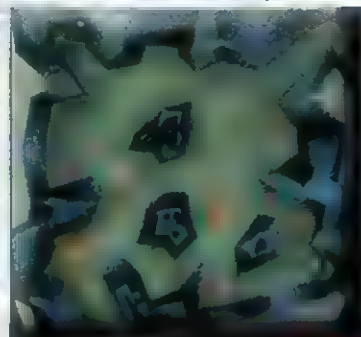


FLASH ZONE, L. VALLEY SOUTH



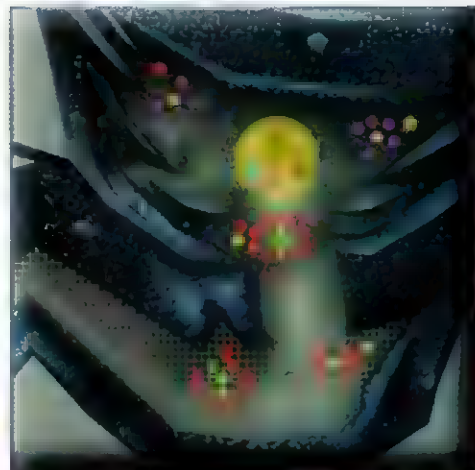
ITEM	27	24	YELLOW	12	1
# OF DIG SPOTS	27	24	12	1	1
COULD BE EMPTY	33.26%	33.26%	32.23%	—	—
CORONIUM C	1.24%	1.24%	—	—	—
CORONIUM B	1.24%	1.24%	—	—	—
CORONIUM A	1.24%	1.24%	—	—	—
CORONIUM A	1.24%	1.24%	—	—	—
AURORIUM C	1.24%	1.24%	—	—	—
AURORIUM B	1.24%	1.24%	—	—	—
AURORIUM A	1.24%	1.24%	—	—	—
AURORIUM A	1.24%	1.24%	—	—	—
FLASHIUM C	12.45%	12.45%	—	—	—
FLASHIUM B	12.45%	12.45%	—	—	—
FLASHIUM A	12.45%	12.45%	—	—	—
FLASHIUM A	12.45%	12.45%	—	—	—
EVOLVE B	0.12%	0.12%	—	—	—
EVOLVE L	0.12%	0.12%	—	—	—
EVOLVE M	0.12%	0.12%	—	—	—
CHROMA 1	0.83%	0.83%	—	—	—
CHROMA 2	0.75%	0.75%	—	—	—
CHROMA 3	0.66%	0.66%	—	—	—
PLATINUM	0.58%	0.58%	—	—	—
PEARL	0.50%	0.50%	—	—	—
SAPPHIRE	0.04%	0.04%	—	—	—
EMERALD	0.04%	0.04%	—	—	—
RUBY	0.41%	0.41%	—	—	—
DIAMOND	0.41%	0.41%	—	—	—
GOLD	0.41%	0.41%	—	—	—
ATK SEED	—	—	0.81%	—	—
DEF SEED	—	—	0.81%	—	—
HP SEED	—	—	0.81%	—	—
MYSTERY STONE	0.41%	0.41%	—	—	—
MYSTERY STONE	0.21%	0.21%	—	—	—
MYSTERY STONE METAL	—	—	0.81%	—	—
MYSTERY STONE AKABOSHI	—	—	4.83%	—	—
ALPHA CUBE	—	—	0.40%	5.26%	—
DELTA CUBE	—	—	0.40%	5.26%	—
EPSILON CUBE	—	—	0.40%	5.26%	—
ETA CUBE	—	—	0.40%	5.26%	—
THETA CUBE	—	—	0.40%	5.26%	—
IOTA CUBE	—	—	0.40%	5.26%	—
KAPPA CUBE	—	—	0.40%	5.26%	—
LAMBDA CUBE	—	—	0.40%	5.26%	—
MU CUBE	—	—	0.40%	5.26%	—
NU CUBE	—	—	0.40%	5.26%	—
Xi CUBE	—	—	0.40%	5.26%	—
RHO CUBE	—	—	0.40%	5.26%	—
TAU CUBE	—	—	0.40%	5.26%	—
UPSILON CUBE	—	—	0.40%	5.26%	—
PHI CUBE	—	—	0.40%	5.26%	—
CHI CUBE	—	—	0.40%	5.26%	—
OMEGA CUBE	—	—	0.40%	5.26%	—
OMICRON CUBE	—	—	0.40%	5.26%	—
HEXA CUBE	—	—	0.40%	5.26%	—
MOSSAPOD LV.1	—	—	0.04%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.40%	—	—
WINAPOD LV.1	0.02%	0.02%	0.81%	—	—
WINAPOD LV.39	—	—	1.21%	—	—
WINAPOD LV.40	—	—	1.21%	—	—
WINAPOD LV.38	0.33%	0.33%	9.67%	—	—
THUNAPOD LV.1	0.02%	0.02%	0.81%	—	—
THUNAPOD LV.39	—	—	1.21%	—	—
THUNAPOD LV.40	—	—	1.21%	—	—
THUNAPOD LV.38	0.33%	0.33%	9.67%	—	—
SENPOD LV.1	0.02%	0.02%	0.81%	—	—
SENPOD LV.39	—	—	1.21%	—	—
SENPOD LV.40	—	—	1.21%	—	—
SENPOD LV.38	0.33%	0.33%	9.67%	—	—
NOKOPOD LV.1	0.0%	0.0%	0.8%	—	—
NOKOPOD LV.39	0.0%	0.0%	1.2%	—	—
NOKOPOD LV.40	0.0%	0.0%	1.2%	—	—
NOKOPOD LV.38	0.3%	0.3%	9.7%	—	—

FLASH ZONE, L. VALLEY NORTH

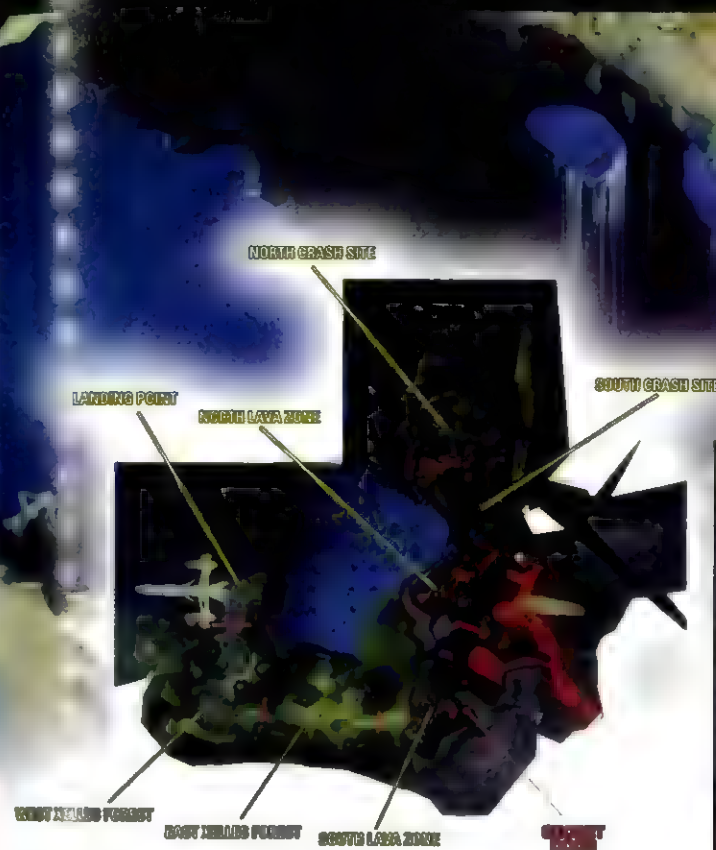


ITEM	27	24	12	1
# OF DIG SPOTS	27	24	12	1
COULD BE EMPTY	31.69%	31.69%	32.23%	—
CORONIUM C	1.19%	1.19%	—	—
CORONIUM B	1.19%	1.19%	—	—
CORONIUM A	1.19%	1.19%	—	—
AURORIUM C	1.19%	1.19%	—	—
AURORIUM B	1.19%	1.19%	—	—
AURORIUM A	1.19%	1.19%	—	—
FLASHIUM C	11.88%	11.88%	—	—
FLASHIUM B	11.88%	11.88%	—	—
FLASHIUM A	11.88%	11.88%	—	—
FLASHIUM S	11.88%	11.88%	—	—
ALPHA CUBE	0.40%	0.40%	—	—
DELTA CUBE	0.40%	0.40%	—	—
EPSILON CUBE	3.96%	3.96%	—	—
ETA CUBE	0.20%	0.20%	—	—
THETA CUBE	0.79%	0.79%	—	—
IOTA CUBE	0.71%	0.71%	—	—
KAPPA CUBE	0.63%	0.63%	—	—
LAMBDA CUBE	0.55%	0.55%	—	—
MU CUBE	0.48%	0.48%	—	—
NU CUBE	0.01%	0.01%	—	—
XI CUBE	0.01%	0.01%	—	—
RHO CUBE	0.40%	0.40%	—	—
TAU CUBE	0.40%	0.40%	—	—
UPSILON CUBE	0.40%	0.40%	—	—
PHI CUBE	—	—	0.81%	—
CHI CUBE	—	—	0.81%	—
OMEGA CUBE	—	—	0.81%	—
OMICRON CUBE	0.40%	0.40%	—	—
HEXA CUBE	0.20%	0.20%	—	—
MOSSAPOD LV.1	—	—	0.81%	—
MOSSAPOD LV.10	—	—	4.84%	—
MOSSAPOD LV.11	—	—	0.40%	5.26%
MOSSAPOD LV.9	—	—	0.40%	5.26%
WINAPOD LV.1	—	—	0.40%	5.26%
WINAPOD LV.39	—	—	0.40%	5.26%
WINAPOD LV.40	—	—	0.40%	5.26%
WINAPOD LV.38	—	—	0.40%	5.26%
THUNAPOD LV.1	—	—	0.40%	5.26%
THUNAPOD LV.39	—	—	0.40%	5.26%
THUNAPOD LV.40	—	—	0.40%	5.26%
THUNAPOD LV.38	—	—	0.40%	5.26%
SENPOD LV.1	—	—	0.40%	5.26%
SENPOD LV.39	—	—	0.40%	5.26%
SENPOD LV.40	—	—	0.40%	5.26%
SENPOD LV.38	—	—	0.40%	5.26%
NOKOPOD LV.1	—	—	0.40%	5.26%
NOKOPOD LV.39	—	—	0.40%	5.26%
NOKOPOD LV.40	—	—	0.40%	5.26%
NOKOPOD LV.38	—	—	0.40%	5.26%
MOSSAPOD LV.1	—	—	0.02%	—
MOSSAPOD LV.10	—	—	0.04%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.40%	—
WINAPOD LV.1	0.02%	0.02%	0.81%	—
WINAPOD LV.39	—	—	1.21%	—
WINAPOD LV.40	—	—	1.21%	—
WINAPOD LV.38	0.32%	0.32%	9.67%	—
THUNAPOD LV.1	0.02%	0.02%	0.81%	—
THUNAPOD LV.39	—	—	1.21%	—
THUNAPOD LV.40	—	—	1.21%	—
THUNAPOD LV.38	0.32%	0.32%	9.67%	—
SENPOD LV.1	0.02%	0.02%	0.81%	—
SENPOD LV.39	—	—	1.21%	—
SENPOD LV.40	—	—	1.21%	—
SENPOD LV.38	0.32%	0.32%	9.67%	—
NOKOPOD LV.1	0.0%	0.0%	0.8%	—
NOKOPOD LV.39	0.0%	0.0%	1.2%	—
NOKOPOD LV.40	0.0%	0.0%	1.2%	—
NOKOPOD LV.38	0.3%	0.3%	9.7%	—

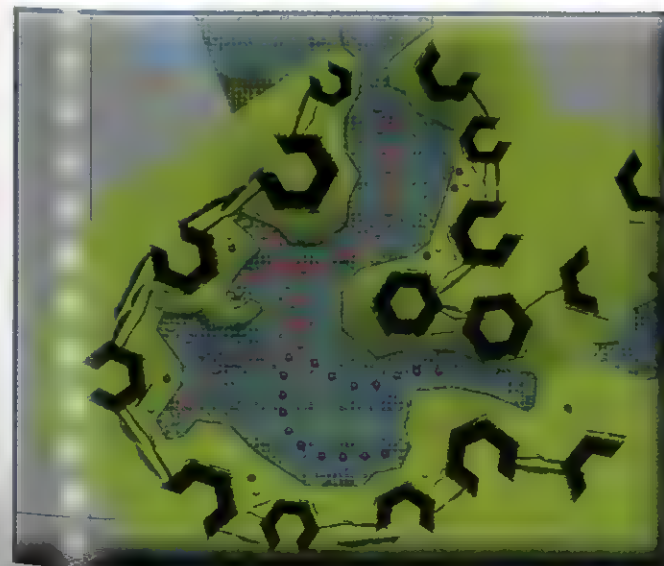
DEEP VALLEY



ITEM	24	18	10	1	1
# OF DIG SPOTS	24	18	10	1	1
COULD BE EMPTY	34.32%	34.32%	42.82%	—	—
FLASHIUM C	34.32%	34.32%	—	—	—
FLASHIUM B	6.86%	6.86%	—	—	—
FLASHIUM A	0.69%	0.69%	—	—	—
FLASHIUM S	0.34%	0.34%	—	—	—
ALPHA CUBE	—	—	0.09%	5.26%	—
DELTA CUBE	—	—	0.09%	5.26%	—
EPSILON CUBE	—	—	0.09%	5.26%	—
ETA CUBE	—	—	0.09%	5.26%	—
THETA CUBE	—	—	0.09%	5.26%	—
IOTA CUBE	—	—	0.09%	5.26%	—
KAPPA CUBE	—	—	0.09%	5.26%	—
LAMBDA CUBE	—	—	0.09%	5.26%	—
MU CUBE	—	—	0.09%	5.26%	—
NU CUBE	—	—	0.09%	5.26%	—
XI CUBE	—	—	0.09%	5.26%	—
RHO CUBE	—	—	0.09%	5.26%	—
TAU CUBE	—	—	0.09%	5.26%	—
UPSILON CUBE	—	—	0.09%	5.26%	—
PHI CUBE	—	—	0.09%	5.26%	—
CHI CUBE	—	—	0.09%	5.26%	—
OMEGA CUBE	—	—	0.09%	5.26%	—
OMICRON CUBE	—	—	0.09%	5.26%	—
HEXA CUBE	—	—	0.09%	5.26%	—
MOSSAPOD LV.1	—	—	0.03%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.43%	—	—
WINAPOD LV.1	0.34%	0.34%	0.86%	—	—
WINAPOD LV.39	—	—	1.29%	—	—
WINAPOD LV.40	—	—	1.29%	—	—
WINAPOD LV.38	5.49%	5.49%	10.30%	—	—
THUNAPOD LV.1	0.34%	0.34%	0.86%	—	—
THUNAPOD LV.39	—	—	1.29%	—	—
THUNAPOD LV.40	—	—	1.29%	—	100.00%
THUNAPOD LV.38	5.49%	5.49%	10.30%	—	—
SENPOD LV.1	0.34%	0.34%	0.86%	—	—
SENPOD LV.39	—	—	1.29%	—	—
SENPOD LV.40	—	—	1.29%	—	—
SENPOD LV.38	5.49%	5.49%	10.30%	—	—
NOKOPOD LV.1	0.34%	0.34%	0.86%	—	—
NOKOPOD LV.39	—	—	1.29%	—	—
NOKOPOD LV.40	—	—	1.29%	—	—
NOKOPOD LV.38	5.49%	5.49%	10.30%	—	—



WEST XELLES FOREST



ITEM	28	23	12	1
# OF DIG SPOTS	28	23	12	1
COULD BE EMPTY	42.86%	42.86%	32.76%	—
CORONIUM C	—	—	—	—
CORONIUM B	5.32%	5.32%	—	—
CORONIUM A	5.32%	5.32%	—	—
AURORIUM C	5.32%	5.32%	—	—
AURORIUM B	5.32%	5.32%	—	—
AURORIUM A	5.32%	5.32%	—	—
FLASHIUM C	5.32%	5.32%	—	—
FLASHIUM B	5.32%	5.32%	—	—
FLASHIUM A	5.32%	5.32%	—	—
AURORIUM S	0.53%	0.53%	—	—
CORONIUM S	0.53%	0.53%	—	—
FLASHIUM S	0.53%	0.53%	—	—
EVOLVE B	0.27%	0.27%	—	—
EVOLVE L	0.27%	0.27%	—	—
EVOLVE M	0.27%	0.27%	—	—
CHROMA 1	0.80%	0.80%	—	—
CHROMA 2	0.75%	0.75%	—	—
CHROMA 3	0.69%	0.69%	—	—
PLATINUM	0.37%	0.37%	—	—
PEARL	0.32%	0.32%	—	—
RUBY	0.53%	0.53%	—	—
DIAMOND	0.53%	0.53%	—	—
GOLD	0.53%	0.53%	—	—
ATK SEED	—	—	0.82%	—
DEF SEED	—	—	0.82%	—
HP SEED	—	—	0.82%	—
MYSTERY STONE	0.53%	0.53%	—	—
MYSTERY STONE	0.27%	0.27%	—	—
MYSTERY STONE METAL	—	—	0.41%	—
MYSTERY STONE NOX	—	—	3.69%	—
ALPHA CUBE	—	—	0.41%	5.26%
DELTA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
WAGUPOD LV.1	0.03%	0.03%	0.82%	—
WAGUPOD LV.43	—	—	1.23%	—
WAGUPOD LV.44	—	—	1.23%	—
WAGUPOD LV.42	0.43%	0.43%	9.83%	—
GEIPOD LV.1	0.03%	0.03%	0.82%	—
GEIPOD LV.43	—	—	1.23%	—
GEIPOD LV.44	—	—	1.23%	—
GEIPOD LV.42	0.43%	0.43%	9.83%	—
DANAPOD LV.1	0.03%	0.03%	0.82%	—
DANAPOD LV.43	—	—	1.23%	—
DANAPOD LV.44	—	—	1.23%	—
DANAPOD LV.42	0.43%	0.43%	9.83%	—
MOSSAPOD LV.1	—	—	0.04%	—
MOSSAPOD LV.10	—	—	0.04%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.41%	—
WAGUPOD LV.1	0.03%	0.03%	0.82%	—
WAGUPOD LV.43	—	—	1.23%	—
WAGUPOD LV.44	—	—	1.23%	—
WAGUPOD LV.42	0.43%	0.43%	9.83%	—

EAST
XELLES
FORESTSOUTH
LAVA
ZONENORTH
LAVA
ZONESOUTH
CRASH
SITE

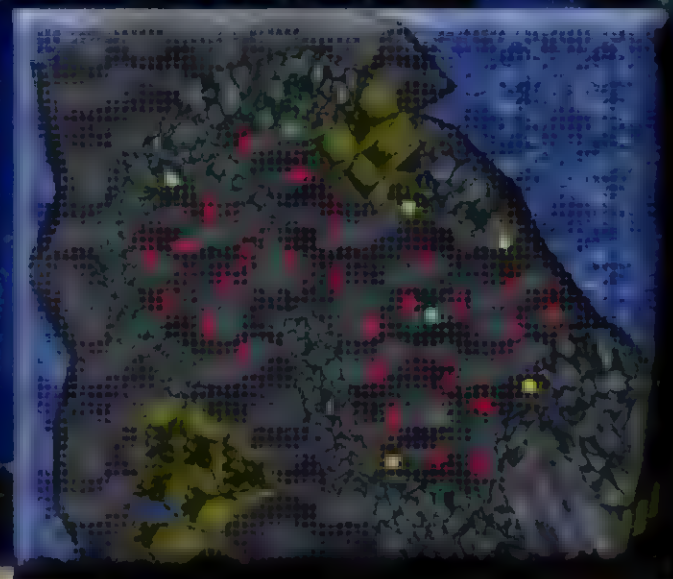
ITEM	# OF DIG SPOTS	25	25	12	1
COULD BE EMPTY	0.52%	0.52%	32.89%	—	—
CORONIUM C	—	—	—	—	—
CORONIUM B	5.32%	5.32%	—	—	—
CORONIUM A	5.32%	5.32%	—	—	—
CORONIUM A+	5.32%	5.32%	—	—	—
AURORIUM B	5.32%	5.32%	—	—	—
AURORIUM A	5.32%	5.32%	—	—	—
AURORIUM A+	5.32%	5.32%	—	—	—
FLASHIUM B	5.32%	5.32%	—	—	—
FLASHIUM A	5.32%	5.32%	—	—	—
FLASHIUM A+	5.32%	5.32%	—	—	—
AURORIUM S	0.02%	0.02%	—	—	—
CORONIUM S	0.02%	0.02%	—	—	—
FLASHIUM S	0.02%	0.02%	—	—	—
EVOLVE B	0.27%	0.27%	—	—	—
EVOLVE L	0.27%	0.27%	—	—	—
EVOLVE M	0.27%	0.27%	—	—	—
CHROMA 1	0.48%	0.48%	—	—	—
CHROMA 2	0.48%	0.48%	—	—	—
CHROMA 3	0.48%	0.48%	—	—	—
PLATINUM	0.27%	0.27%	—	—	—
PEARL	0.27%	0.27%	—	—	—
RUBY	0.27%	0.27%	—	—	—
DIAMOND	0.27%	0.27%	—	—	—
GOLD	0.27%	0.27%	—	—	—
ATK SEED	—	—	0.82%	—	—
DEF SEED	—	—	0.82%	—	—
HP SEED	—	—	0.82%	—	—
MYSTERY STONE	0.31%	0.31%	—	—	—
MYSTERY STONE	0.31%	0.31%	—	—	—
MYSTERY STONE SEEDS	0.25%	0.25%	—	—	—
MYSTERY STONE METAL	—	—	0.40%	—	—
MYSTERY STONE JEWEL	0.19%	0.19%	—	—	—
MYSTERY STONE ?	0.12%	0.12%	—	—	—
MYSTERY STONE PRESENT	0.06%	0.06%	—	—	—
MYSTERY STONE NOX	—	—	4.85%	—	—
ALPHA CUBE	—	—	0.40%	5.26%	—
DELTA CUBE	—	—	0.40%	5.26%	—
EPSILON CUBE	—	—	0.40%	5.26%	—
ETA CUBE	—	—	0.40%	5.26%	—
THETA CUBE	—	—	0.40%	5.26%	—
IOTA CUBE	—	—	0.40%	5.26%	—
KAPPA CUBE	—	—	0.40%	5.26%	—
LAMBDA CUBE	—	—	0.40%	5.26%	—
MU CUBE	—	—	0.40%	5.26%	—
NU CUBE	—	—	0.40%	5.26%	—
XI CUBE	—	—	0.40%	5.26%	—
RHO CUBE	—	—	0.40%	5.26%	—
TAU CUBE	—	—	0.40%	5.26%	—
UPSILON CUBE	—	—	0.40%	5.26%	—
PHI CUBE	—	—	0.40%	5.26%	—
CHI CUBE	—	—	0.40%	5.26%	—
OMEGA CUBE	—	—	0.40%	5.26%	—
OMICRON CUBE	—	—	0.40%	5.26%	—
HEXA CUBE	—	—	0.40%	5.26%	—
NAGUPOD LV.1	0.03%	0.03%	0.81%	—	—
NAGUPOD LV.3	—	—	1.21%	—	—
NAGUPOD LV.4	—	—	1.21%	—	—
NAGUPOD LV.42	0.50%	0.50%	9.71%	—	—
GEJIPOD LV.1	0.03%	0.03%	0.81%	—	—
GEJIPOD LV.3	—	—	1.21%	—	—
GEJIPOD LV.4	—	—	1.21%	—	—
GEJIPOD LV.42	0.50%	0.50%	9.71%	—	—
DANAPOD LV.1	0.03%	0.03%	0.81%	—	—
DANAPOD LV.3	—	—	1.21%	—	—
DANAPOD LV.4	—	—	1.21%	—	—
DANAPOD LV.42	0.50%	0.50%	9.71%	—	—
MOSSAPOD LV.1	—	—	0.04%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.41%	—	—
OJIPOD LV.1	0.03%	0.03%	0.81%	—	—
OJIPOD LV.3	—	—	1.21%	—	—
OJIPOD LV.4	—	—	1.21%	—	—
OJIPOD LV.42	0.50%	0.50%	9.71%	—	—

ITEM	# OF DIG SPOTS	25	26	12	1
COULD BE EMPTY	31.21%	31.21%	32.36%	—	—
CORONIUM B	0.62%	0.62%	—	—	—
CORONIUM A	6.24%	6.24%	—	—	—
CORONIUM A+	3.12%	3.12%	—	—	—
AURORIUM B	0.62%	0.62%	—	—	—
AURORIUM A	6.24%	6.24%	—	—	—
AURORIUM A+	3.12%	3.12%	—	—	—
FLASHIUM B	0.62%	0.62%	—	—	—
FLASHIUM A	6.24%	6.24%	—	—	—
FLASHIUM A+	3.12%	3.12%	—	—	—
AURORIUM S	1.25%	1.25%	—	—	—
CORONIUM S	1.25%	1.25%	—	—	—
FLASHIUM S	1.25%	1.25%	—	—	—
EVOLVE B	6.24%	6.24%	—	—	—
EVOLVE L	3.12%	3.12%	—	—	—
EVOLVE M	12.48%	12.48%	—	—	—
CHROMA 1	1.25%	1.25%	—	—	—
CHROMA 2	1.12%	1.12%	—	—	—
CHROMA 3	1.90%	1.90%	—	—	—
PLATINUM	0.87%	0.87%	—	—	—
PEARL	0.75%	0.75%	—	—	—
SAPPHIRE	0.62%	0.62%	—	—	—
EMERALD	0.50%	0.50%	—	—	—
RUBY	1.25%	1.25%	—	—	—
DIAMOND	1.25%	1.25%	—	—	—
GOLD	1.25%	1.25%	—	—	—
ATK SEED	—	—	0.81%	—	—
DEF SEED	—	—	0.81%	—	—
HP SEED	—	—	0.81%	—	—
MYSTERY STONE	0.31%	0.31%	—	—	—
MYSTERY STONE	0.31%	0.31%	—	—	—
MYSTERY STONE SEEDS	0.25%	0.25%	—	—	—
MYSTERY STONE METAL	—	—	0.40%	—	—
MYSTERY STONE JEWEL	0.19%	0.19%	—	—	—
MYSTERY STONE ?	0.12%	0.12%	—	—	—
MYSTERY STONE PRESENT	0.06%	0.06%	—	—	—
MYSTERY STONE NOX	—	—	4.85%	—	—
ALPHA CUBE	—	—	0.40%	5.26%	—
DELTA CUBE	—	—	0.40%	5.26%	—
EPSILON CUBE	—	—	0.40%	5.26%	—
ETA CUBE	—	—	0.40%	5.26%	—
THETA CUBE	—	—	0.40%	5.26%	—
IOTA CUBE	—	—	0.40%	5.26%	—
KAPPA CUBE	—	—	0.40%	5.26%	—
LAMBDA CUBE	—	—	0.40%	5.26%	—
MU CUBE	—	—	0.40%	5.26%	—
NU CUBE	—	—	0.40%	5.26%	—
XI CUBE	—	—	0.40%	5.26%	—
RHO CUBE	—	—	0.40%	5.26%	—
TAU CUBE	—	—	0.40%	5.26%	—
UPSILON CUBE	—	—	0.40%	5.26%	—
PHI CUBE	—	—	0.40%	5.26%	—
CHI CUBE	—	—	0.40%	5.26%	—
OMEGA CUBE	—	—	0.40%	5.26%	—
OMICRON CUBE	—	—	0.40%	5.26%	—
HEXA CUBE	—	—	0.40%	5.26%	—
NAGUPOD LV.1	0.03%	0.03%	0.81%	—	—
NAGUPOD LV.3	—	—	1.21%	—	—
NAGUPOD LV.4	—	—	1.21%	—	—
NAGUPOD LV.42	0.50%	0.50%	9.71%	—	—
GEJIPOD LV.1	0.03%	0.03%	0.81%	—	—
GEJIPOD LV.3	—	—	1.21%	—	—
GEJIPOD LV.4	—	—	1.21%	—	—
GEJIPOD LV.42	0.50%	0.50%	9.71%	—	—
DANAPOD LV.1	0.03%	0.03%	0.81%	—	—
DANAPOD LV.3	—	—	1.21%	—	—
DANAPOD LV.4	—	—	1.21%	—	—
DANAPOD LV.42	0.50%	0.50%	9.71%	—	—
MOSSAPOD LV.1	—	—	0.04%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.40%	—	—
OJIPOD LV.1	0.03%	0.03%	0.81%	—	—
OJIPOD LV.3	—	—	1.21%	—	—
OJIPOD LV.4	—	—	1.21%	—	—
OJIPOD LV.42	0.50%	0.50%	9.71%	—	—

ITEM	# OF DIG SPOTS	24	27	12	1
COULD BE EMPTY	31.52%	31.52%	32.89%	—	—
CORONIUM B	0.63%	0.63%	—	—	—
CORONIUM A	6.30%	6.30%	—	—	—
CORONIUM A+	3.15%	3.15%	—	—	—
AURORIUM B	0.63%	0.63%	—	—	—
AURORIUM A	6.30%	6.30%	—	—	—
AURORIUM A+	3.15%	3.15%	—	—	—
FLASHIUM B	0.63%	0.63%	—	—	—
FLASHIUM A	6.30%	6.30%	—	—	—
FLASHIUM A+	3.15%	3.15%	—	—	—
AURORIUM S	1.26%	1.26%	—	—	—
CORONIUM S	1.26%	1.26%	—	—	—
FLASHIUM S	1.26%	1.26%	—	—	—
EVOLVE B	3.15%	3.15%	—	—	—
EVOLVE L	12.61%	12.61%	—	—	—
EVOLVE M	6.30%	6.30%	—	—	—
CHROMA 1	0.95%	0.95%	—	—	—
CHROMA 2	0.88%	0.88%	—	—	—
CHROMA 3	0.76%	0.76%	—	—	—
PLATINUM	0.69%	0.69%	—	—	—
PEARL	0.50%	0.50%	—	—	—
SAPPHIRE	0.32%	0.32%	—	—	—
EMERALD	0.06%	0.06%	—	—	—
RUBY	1.61%	1.61%	—	—	—
DIAMOND	1.61%	1.61%	—	—	—
GOLD	1.61%	1.61%	—	—	—
ATK SEED	—	—	0.82%	—	—
DEF SEED	—	—	0.82%	—	—
HP SEED	—	—	0.82%	—	—
MYSTERY STONE	0.32%	0.32%	—	—	—
MYSTERY STONE	0.32%	0.32%	—	—	—
MYSTERY STONE SEEDS	0.25%	0.25%	—	—	—
MYSTERY STONE METAL	—	—	0.41%	—	—
MYSTERY STONE JEWEL	0.19%	0.19%	—	—	—
MYSTERY STONE ?	0.13%	0.13%	—	—	—
MYSTERY STONE PRESENT	0.06%	0.06%	—	—	—
MYSTERY STONE NOX	—	—	3.29%	—	—
ALPHA CUBE	—	—	0.41%	5.26%	—
DELTA CUBE	—	—	0.41%	5.26%	—
EPSILON CUBE	—	—	0.41%	5.26%	—
ETA CUBE	—	—	0.41%	5.26%	—
THETA CUBE	—	—	0.41%	5.26%	—
IOTA CUBE	—	—	0.41%	5.26%	—
KAPPA CUBE	—	—	0.41%	5.26%	—
LAMBDA CUBE	—	—	0.41%	5.26%	—
MU CUBE	—	—	0.41%	5.26%	—
NU CUBE	—	—	0.41%	5.26%	—
XI CUBE	—	—	0.41%	5.26%	—
RHO CUBE	—	—	0.41%	5.26%	—
TAU CUBE	—	—	0.41%	5.26%	—
UPSILON CUBE	—	—	0.41%	5.26%	—
PHI CUBE	—	—	0.41%	5.26%	—
CHI CUBE	—	—	0.41%	5.26%	—
OMEGA CUBE	—	—	0.41%	5.26%	—
OMICRON CUBE	—	—	0.41%	5.26%	—
HEXA CUBE	—	—	0.41%	5.26%	—
NAGUPOD LV.1	0.03%	0.03%	0.82%	—	—
NAGUPOD LV.3	—	—	1.23%	—	—
NAGUPOD LV.4	—	—	1.23%	—	—
NAGUPOD LV.42	0.50%	0.50%	9.87%	—	—
GEJIPOD LV.1	0.03%	0.03%	0.82%	—	—
GEJIPOD LV.3	—	—	1.23%	—	—
GEJIPOD LV.4	—	—	1.23%	—	—
GEJIPOD LV.42	0.50%	0.50%	9.87%	—	—
DANAPOD LV.1	0.03%	0.03%	0.82%	—	—
DANAPOD LV.3	—	—	1.23%	—	—
DANAPOD LV.4	—	—	1.23%	—	—
DANAPOD LV.42	0.50%	0.50%	9.87%	—	—
MOSSAPOD LV.1	—	—	0.03%	—	—
MOSSAPOD LV.10	—	—	0.04%	—	—
MOSSAPOD LV.11	—	—	0.01%	—	—
MOSSAPOD LV.9	—	—	0.41%	—	—
OJIPOD LV.1	0.03%	0.03%	0.82%	—	—
OJIPOD LV.3	—	—	1.23%	—	—
OJIPOD LV.4	—	—	1.23%	—	—
OJIPOD LV.42	0.50%	0.50%	9.87%	—	—

ITEM	# OF DIG SPOTS	16	3	GREEN
COULD BE EMPTY				
CORONIUM B	0.62%			
CORONIUM A	6.22%			
CORONIUM A+	3.11%			
AURORIUM B	0.62%			
AURORIUM A	6.22%			
AURORIUM A+	3.11%			
FLASHIUM B	0.62%			
FLASHIUM A	6.22%			
FLASHIUM A+	3.11%			
AURORIUM S	1.24%			
CORONIUM S	1.24%			
FLASHIUM S	1.24%			
EVOLVE II	12.43%			
EVOLVE L	6.22%			
EVOLVE M	3.11%			
CHROMA 1	1.24%			
CHROMA 2	1.12%			
CHROMA 3	0.99%			
PLATINUM	0.87%			
PEARL	0.75%			
SAPPHIRE	0.62%			
EMERALD	0.50%			
RUBY	1.38%			
DIAMOND	1.38%			
GOLD	1.38%			
ATK SEED			0.82%	
DEF SEED			0.82%	
HP SEED			0.82%	
MYSTERY STONE	0.31%			
MYSTERY STONE	0.31%			
MYSTERY STONE SEEDS	0.25%			
MYSTERY STONE METAL			0.41%	
MYSTERY STONE JEWEL	0.19%			
MYSTERY STONE ?	0.12%			
MYSTERY STONE PRESENT	0.06%			
MYSTERY STONE NOX			4.08%	
ALPHA CUBE			0.41%	5.26%
DELTA CUBE			0.41%	5.26%
EPSILON CUBE			0.41%	5.26%
ETA CUBE			0.41%	5.26%
THETA CUBE			0.41%	5.26%
IOTA CUBE			0.41%	5.26%
KAPPA CUBE			0.41%	5.26%
LAMBDA CUBE			0.41%	5.26%
MU CUBE			0.41%	5.26%
NU CUBE			0.41%	5.26%
XI CUBE			0.41%	5.26%
RHO CUBE			0.41%	5.26%
TAU CUBE			0.41%	5.26%
UPSILON CUBE			0.41%	5.26%
PHI CUBE			0.41%	5.26%
CHI CUBE			0.41%	5.26%
OMEGA CUBE			0.41%	5.26%
OMICRON CUBE			0.41%	5.26%
HEXA CUBE			0.41%	5.26%
NAGUPOD LV1	0.03%		0.82%	
NAGUPOD LV43			1.22%	
NAGUPOD LV44			1.22%	
NAGUPOD LV42	0.50%		9.79%	
GEJIPOD LV1	0.03%		0.82%	
GEJIPOD LV43			1.22%	
GEJIPOD LV44			1.22%	
GEJIPOD LV42	0.50%		9.79%	
DANAPOD LV1	0.03%		0.82%	
DANAPOD LV43			1.22%	
DANAPOD LV44			1.22%	
DANAPOD LV42	0.50%		9.79%	
MOSSAPOD LV1			0.03%	
MOSSAPOD LV10			0.04%	
MOSSAPOD LV11			0.01%	
MOSSAPOD LV9			0.41%	
QJIPOD LV1	0.03%		0.82%	
QJIPOD LV43			1.22%	
QJIPOD LV44			1.22%	
QJIPOD LV42	0.50%		9.79%	

NORTH CRASH SITE



NOX'S SECRET ROOM

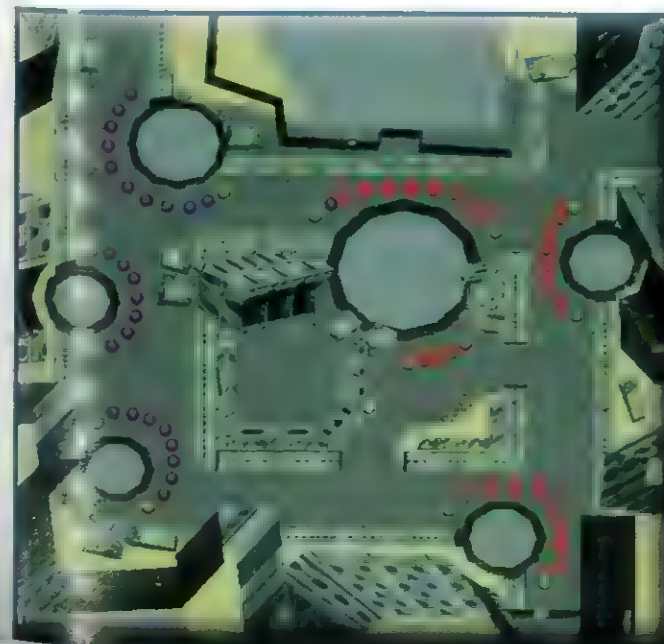
All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.



ITEM	26	5	GREEN	1
# OF DIG SPOTS	26	5	1	1
COULD BE EMPTY	32.62%	32.62%	—	—
CORONIUM C	0.65%	—	—	—
CORONIUM B	0.65%	—	—	—
CORONIUM A	6.52%	—	—	—
CORONIUM A+	3.26%	—	—	—
AURORIUM C	0.65%	—	—	—
AURORIUM B	0.65%	—	—	—
AURORIUM A	6.52%	—	—	—
AURORIUM A+	3.26%	—	—	—
FLASHIUM C	0.65%	—	—	—
FLASHIUM B	0.65%	—	—	—
FLASHIUM A	6.52%	—	—	—
FLASHIUM A+	3.26%	—	—	—
AURORIUM S	1.30%	—	—	—
CORONIUM S	1.30%	—	—	—
FLASHIUM S	1.30%	—	—	—
EVOLVE B	6.52%	—	—	—
EVOLVE L	6.52%	—	—	—
EVOLVE M	6.52%	—	—	—
CHROMA 1	0.65%	—	—	—
CHROMA 2	0.59%	—	—	—
CHROMA 3	0.52%	—	—	—
PLATINUM	0.46%	—	—	—
PEARL	0.39%	—	—	—
SAPPHIRE	0.33%	—	—	—
EMERALD	0.26%	—	—	—
RUBY	1.30%	—	—	—
DIAMOND	1.30%	—	—	—
GOLD	1.30%	—	—	—
ATK SEED	—	0.81%	—	—
DEF SEED	—	0.81%	—	—
HP SEED	—	0.81%	—	—
MYSTERY STONE	0.33%	—	—	—
MYSTERY STONE	0.33%	—	—	—
MYSTERY STONE SEEDS	0.26%	—	—	—
MYSTERY STONE METAL	—	0.40%	—	—
MYSTERY STONE JEWEL	0.20%	—	—	—
MYSTERY STONE ?	0.13%	—	—	—
MYSTERY STONE PRESENT	0.07%	—	—	—
MYSTERY STONE NOX	—	4.85%	—	—
ALPHA CUBE	—	0.40%	5.26%	—
BETA CUBE	—	0.40%	5.26%	—
EPSILON CUBE	—	0.40%	5.26%	—
ETA CUBE	—	0.40%	5.26%	—
THETA CUBE	—	0.40%	5.26%	—
IOTA CUBE	—	0.40%	5.26%	—
KAPPA CUBE	—	0.40%	5.26%	—
LAMBDA CUBE	—	0.40%	5.26%	—
MU CUBE	—	0.40%	5.26%	—
NU CUBE	—	0.40%	5.26%	—
XI CUBE	—	0.40%	5.26%	—
RHO CUBE	—	0.40%	5.26%	—
TAU CUBE	—	0.40%	5.26%	—
UPSILON CUBE	—	0.40%	5.26%	—
PHI CUBE	—	0.40%	5.26%	—
CHI CUBE	—	0.40%	5.26%	—
OMEGA CUBE	—	0.40%	5.26%	—
OMICRON CUBE	—	0.40%	5.26%	—
HEXA CUBE	—	0.40%	5.26%	—
NAGUPOD LV.1	0.03%	0.81%	—	—
NAGUPOD LV.43	—	1.21%	—	—
NAGUPOD LV.44	—	1.21%	—	—
NAGUPOD LV.42	0.52%	9.71%	—	—
GEJIPOD LV.1	0.03%	0.81%	—	—
GEJIPOD LV.43	—	1.21%	—	—
GEJIPOD LV.44	—	1.21%	—	—
GEJIPOD LV.42	0.52%	9.71%	—	—
DANAPOD LV.1	0.03%	0.81%	—	—
DANAPOD LV.43	—	1.21%	—	—
DANAPOD LV.44	—	1.21%	—	—
DANAPOD LV.42	0.52%	9.71%	—	—
MOSSAPOD LV.1	—	0.03%	—	—
MOSSAPOD LV.10	—	0.04%	—	—
MOSSAPOD LV.11	—	0.01%	—	—
MOSSAPOD LV.9	—	0.40%	—	—
OJIPOD LV.1	0.03%	0.81%	—	—
OJIPOD LV.43	—	1.21%	—	—
OJIPOD LV.44	—	1.21%	—	—
OJIPOD LV.42	0.52%	9.71%	—	—



SOUTH RUINED CITY



ITEM	25	26	YELLOW	1
# OF DIG SPOTS	25	26	12	1
COULD BE EMPTY	34.88%	34.48%	32.49%	—
CORONIUM C	9.32%	9.32%	—	—
CORONIUM B	4.66%	4.66%	—	—
CORONIUM A	2.33%	2.33%	—	—
CORONIUM A+	1.12%	1.12%	—	—
AURORIUM C	9.32%	9.32%	—	—
AURORIUM B	4.66%	4.66%	—	—
AURORIUM A	2.33%	2.33%	—	—
AURORIUM A+	1.12%	1.12%	—	—
FLASHIUM C	9.32%	9.32%	—	—
FLASHIUM B	4.66%	4.66%	—	—
FLASHIUM A	2.33%	2.33%	—	—
FLASHIUM A+	1.12%	1.12%	—	—
AURORIUM S	0.56%	0.56%	—	—
CORONIUM S	0.56%	0.56%	—	—
FLASHIUM S	0.56%	0.56%	—	—
EVOLVE L	0.47%	0.47%	—	—
EVOLVE M	0.47%	0.47%	—	—
PLATINUM	0.47%	0.47%	—	—
PEARL	0.47%	0.47%	—	—
SAPPHIRE	0.47%	0.47%	—	—
EMERALD	0.47%	0.47%	—	—
RUBY	0.93%	0.93%	—	—
DIAMOND	0.93%	0.93%	—	—
GOLD	0.93%	0.93%	—	—
ATK SEED	—	—	0.81%	—
DEF SEED	—	—	0.81%	—
HP SEED	—	—	0.81%	—
MYSTERY STONE METAL	—	—	0.81%	—
MYSTERY STONE JEWEL	2.80%	2.80%	—	—
MYSTERY STONE ?	—	—	—	—
MYSTERY STONE NOX CITY	—	—	4.06%	—
ALPHA CUBE	—	—	0.41%	5.26%
BETA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
KUBAPOD LV.1	0.05%	0.05%	0.81%	—
KUBAPOD LV.47	—	—	1.22%	—
KUBAPOD LV.48	—	—	1.22%	—
KUBAPOD LV.46	0.75%	0.75%	9.75%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.10	—	—	0.04%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.41%	—
KOROPOD LV.1	0.05%	0.05%	0.81%	—
KOROPOD LV.47	—	—	1.22%	—
KOROPOD LV.48	—	—	1.22%	—
KOROPOD LV.46	0.75%	0.75%	9.75%	—
TORGAPOD LV.1	0.0%	0.0%	0.0%	—
TORGAPOD LV.47	0.0%	0.0%	1.2%	—
TORGAPOD LV.48	0.0%	0.0%	1.2%	—
TORGAPOD LV.46	0.7%	0.7%	9.7%	—
HANEPOD LV.1	0.0%	0.0%	0.8%	—
HANEPOD LV.47	0.0%	0.0%	1.2%	—
HANEPOD LV.48	0.0%	0.0%	1.2%	—
HANEPOD LV.46	0.7%	0.7%	9.7%	—

NOX CITY

NORTH RUINED CITY



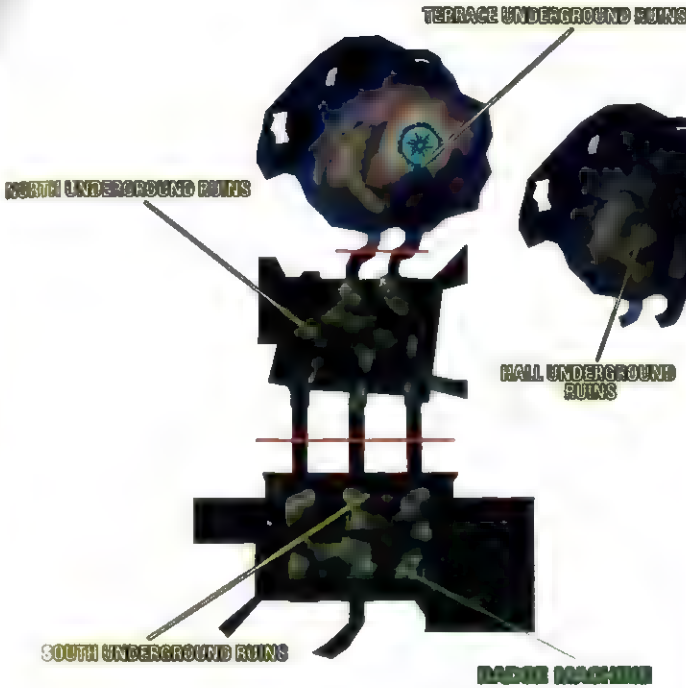
ITEM	24	27	YELLOW	1
# OF DIG SPOTS	24	27	12	1
COULD BE EMPTY	11%	11%	32.49%	—
CORONIUM C	9.41%	9.41%	—	—
CORONIUM B	4.70%	4.70%	—	—
CORONIUM A	2.35%	2.35%	—	—
CORONIUM X	1.13%	1.13%	—	—
AURORIUM C	9.41%	9.41%	—	—
AURORIUM B	4.70%	4.70%	—	—
AURORIUM A	2.35%	2.35%	—	—
AURORIUM X	1.13%	1.13%	—	—
FLASHIUM C	9.41%	9.41%	—	—
FLASHIUM B	4.70%	4.70%	—	—
FLASHIUM A	2.35%	2.35%	—	—
FLASHIUM X	1.13%	1.13%	—	—
AURORIUM S	0.56%	0.56%	—	—
CORONIUM S	0.56%	0.56%	—	—
FLASHIUM S	0.56%	0.56%	—	—
EVOLVE L	0.47%	0.47%	—	—
EVOLVE M	0.47%	0.47%	—	—
PLATINUM	0.47%	0.47%	—	—
PEARL	0.47%	0.47%	—	—
SAPPHIRE	0.47%	0.47%	—	—
EMERALD	0.47%	0.47%	—	—
RUBY	0.94%	0.94%	—	—
DIAMOND	0.94%	0.94%	—	—
GOLD	0.94%	0.94%	—	—
WIK SEED	—	—	0.81%	—
DEF SEED	—	—	0.81%	—
MP SEED	—	—	0.81%	—
MYSTERY STONE NOX	—	—	0.81%	—
MYSTERY STONE ?	1.88%	1.88%	—	—
MYSTERY STONE PRESENT	—	—	—	—
MYSTERY STONE NOX CITY	—	—	4.06%	—
ALPHA CUBE	—	—	0.41%	5.26%
BETA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
O CUBE	—	—	0.41%	5.26%
PI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
MICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
KUBAPOD LV.1	0.05%	0.05%	0.81%	—
KUBAPOD LV.2	—	—	1.22%	—
KUBAPOD LV.3	—	—	1.22%	—
KUBAPOD LV.4	0.75%	0.75%	9.75%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.2	—	—	0.04%	—
MOSSAPOD LV.3	—	—	0.01%	—
MOSSAPOD LV.4	—	—	0.01%	—
KOROPOD LV.1	0.22%	0.22%	0.81%	—
KOROPOD LV.2	—	—	1.22%	—
KOROPOD LV.3	—	—	1.22%	—
KOROPOD LV.4	0.75%	0.75%	9.75%	—
TORCAPOD LV.1	0.0%	0.0%	0.81%	—
TORCAPOD LV.2	—	—	1.22%	—
TORCAPOD LV.3	—	—	1.22%	—
TORCAPOD LV.4	0.75%	0.75%	9.75%	—
HANEPOD LV.1	0.0%	0.0%	0.81%	—
HANEPOD LV.2	—	—	1.22%	—
HANEPOD LV.3	—	—	1.22%	—
HANEPOD LV.4	0.75%	0.75%	9.75%	—

ENTRANCE UNDERGROUND RUINS

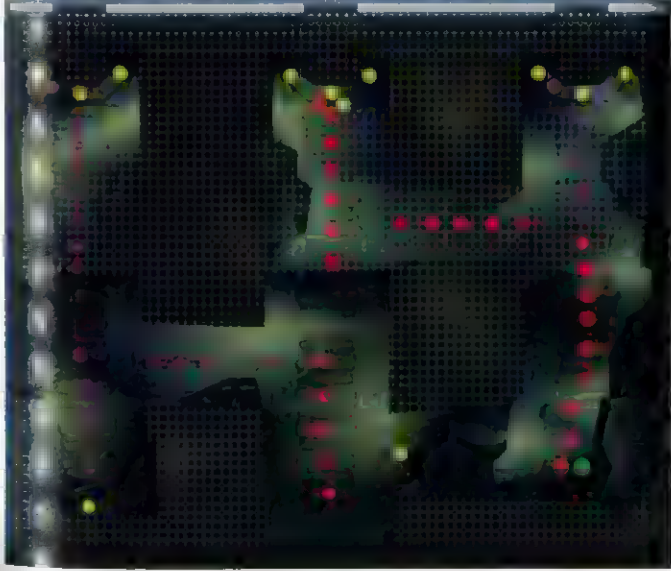


ITEM	27	24	YELLOW	1
# OF DIG SPOTS	27	24	12	1
COULD BE EMPTY	32.49%	—	32.49%	—
CORONIUM C	9.35%	9.35%	—	—
CORONIUM B	4.68%	4.68%	—	—
CORONIUM A	2.34%	2.34%	—	—
CORONIUM X	1.12%	1.12%	—	—
AURORIUM C	9.35%	9.35%	—	—
AURORIUM B	4.68%	4.68%	—	—
AURORIUM A	2.34%	2.34%	—	—
AURORIUM X	1.12%	1.12%	—	—
FLASHIUM C	9.35%	9.35%	—	—
FLASHIUM B	4.68%	4.68%	—	—
FLASHIUM A	2.34%	2.34%	—	—
FLASHIUM X	1.12%	1.12%	—	—
AURORIUM S	0.56%	0.56%	—	—
CORONIUM S	0.56%	0.56%	—	—
FLASHIUM S	0.56%	0.56%	—	—
EVOLVE L	0.47%	0.47%	—	—
EVOLVE M	0.47%	0.47%	—	—
PLATINUM	0.47%	0.47%	—	—
PEARL	0.75%	0.75%	—	—
SAPPHIRE	0.47%	0.47%	—	—
EMERALD	0.75%	0.75%	—	—
RUBY	0.94%	0.94%	—	—
DIAMOND	0.94%	0.94%	—	—
GOLD	0.94%	0.94%	—	—
WIK SEED	—	—	0.81%	—
DEF SEED	—	—	0.81%	—
MP SEED	—	—	0.81%	—
MYSTERY STONE METAL	—	—	0.81%	—
MYSTERY STONE PRESENT	1.87%	1.87%	—	—
MYSTERY STONE NOX CITY	—	—	4.06%	—
ALPHA CUBE	—	—	0.41%	5.26%
BETA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
O CUBE	—	—	0.41%	5.26%
PI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
MICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
KUBAPOD LV.1	0.05%	0.05%	0.81%	—
KUBAPOD LV.2	—	—	1.22%	—
KUBAPOD LV.3	—	—	1.22%	—
KUBAPOD LV.4	0.75%	0.75%	9.75%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.2	—	—	0.04%	—
MOSSAPOD LV.3	—	—	0.01%	—
MOSSAPOD LV.4	—	—	0.01%	—
KOROPOD LV.1	0.05%	0.05%	0.81%	—
KOROPOD LV.2	—	—	1.22%	—
KOROPOD LV.3	—	—	1.22%	—
KOROPOD LV.4	0.75%	0.75%	9.75%	—
TORCAPOD LV.1	0.0%	0.0%	0.81%	—
TORCAPOD LV.2	—	—	1.22%	—
TORCAPOD LV.3	—	—	1.22%	—
TORCAPOD LV.4	0.75%	0.75%	9.75%	—
HANEPOD LV.1	0.0%	0.0%	0.81%	—
HANEPOD LV.2	—	—	1.22%	—
HANEPOD LV.3	—	—	1.22%	—
HANEPOD LV.4	0.75%	0.75%	9.75%	—

NOX UNDERGROUND RUINS



SOUTH UNDERGROUND RUINS



ITEM	26	25	YELLOW	1
# OF DIG SPOTS	26	25	12	1
COULD BE EMPTY	32.77%	32.77%	32.49%	—
CORONIUM C	8.85%	8.85%	—	—
CORONIUM B	4.43%	4.43%	—	—
CORONIUM A	2.21%	2.21%	—	—
CORONIUM X	1.06%	1.06%	—	—
AURORIUM C	8.85%	8.85%	—	—
AURORIUM B	4.43%	4.43%	—	—
AURORIUM A	2.21%	2.21%	—	—
AURORIUM X	1.06%	1.06%	—	—
FLASHIUM C	8.85%	8.85%	—	—
FLASHIUM B	4.43%	4.43%	—	—
FLASHIUM A	2.21%	2.21%	—	—
FLASHIUM X	1.06%	1.06%	—	—
AURORIUM S	0.53%	0.53%	—	—
CORONIUM S	0.53%	0.53%	—	—
FLASHIUM S	0.53%	0.53%	—	—
EVOLVE L	0.44%	0.44%	—	—
EVOLVE M	0.44%	0.44%	—	—
PLATINUM	0.71%	0.71%	—	—
PEARL	0.44%	0.44%	—	—
SAPPHIRE	0.71%	0.71%	—	—
EMERALD	0.44%	0.44%	—	—
RUBY	0.89%	0.89%	—	—
DIAMOND	0.89%	0.89%	—	—
GOLD	0.89%	0.89%	—	—
WIK SEED	—	—	0.81%	—
DEF SEED	—	—	0.81%	—
MP SEED	—	—	0.81%	—
MYSTERY STONE	4.43%	4.43%	—	—
MYSTERY STONE SEED	2.66%	2.66%	—	—
MYSTERY STONE METAL	—	—	0.81%	—
MYSTERY STONE NOX CITY	—	—	4.06%	—
ALPHA CUBE	—	—	0.41%	5.26%
BETA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
O CUBE	—	—	0.41%	5.26%
PI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
MICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
KUBAPOD LV.1	0.04%	0.04%	0.81%	—
KUBAPOD LV.2	—	—	1.22%	—
KUBAPOD LV.3	0.71%	0.71%	9.75%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.2	—	—	0.04%	—
MOSSAPOD LV.3	—	—	0.01%	—
MOSSAPOD LV.4	—	—	0.01%	—
KOROPOD LV.1	0.04%	0.04%	0.81%	—
KOROPOD LV.2	—	—	1.22%	—
KOROPOD LV.3	—	—	1.22%	—
KOROPOD LV.4	0.71%	0.71%	9.75%	—
TORCAPOD LV.1	0.0%	0.0%	0.81%	—
TORCAPOD LV.2	—	—	1.22%	—
TORCAPOD LV.3	—	—	1.22%	—
TORCAPOD LV.4	0.71%	0.71%	9.75%	—
HANEPOD LV.1	0.0%	0.0%	0.81%	—
HANEPOD LV.2	—	—	1.22%	—
HANEPOD LV.3	—	—	1.22%	—
HANEPOD LV.4	0.71%	0.71%	9.75%	—

NOX UNDERGROUND RUINS

NORTH UNDERGROUND RUINS



ITEM	23	28	YELLOW	1
# OF DIG SPOTS	23	28	12	1
COULD BE EMPTY	33.85%	33.85%	32.49%	—
CORONIUM C	9.15%	9.15%	—	—
CORONIUM B	4.57%	4.57%	—	—
CORONIUM A	2.29%	2.29%	—	—
CORONIUM A+	1.10%	1.10%	—	—
AURORIUM C	9.15%	9.15%	—	—
AURORIUM B	4.57%	4.57%	—	—
AURORIUM A	2.29%	2.29%	—	—
AURORIUM A+	1.10%	1.10%	—	—
FLASHIUM C	9.15%	9.15%	—	—
FLASHIUM B	4.57%	4.57%	—	—
FLASHIUM A	2.29%	2.29%	—	—
FLASHIUM A+	1.10%	1.10%	—	—
AURORIUM S	0.55%	0.55%	—	—
CORONIUM S	0.55%	0.55%	—	—
FLASHIUM S	0.55%	0.55%	—	—
EVOLVE L	0.46%	0.46%	—	—
EVOLVE M	0.46%	0.46%	—	—
PLATINUM	0.46%	0.46%	—	—
PEARL	0.46%	0.46%	—	—
SAPPHIRE	0.46%	0.46%	—	—
EMERALD	0.46%	0.46%	—	—
RUBY	0.91%	0.91%	—	—
DIAMOND	0.91%	0.91%	—	—
GOLD	0.91%	0.91%	—	—
ATK SEED	—	—	0.81%	—
DEF SEED	—	—	0.81%	—
HP SEED	—	—	0.81%	—
MYSTERY STONE SEEDS	4.57%	4.57%	—	—
MYSTERY STONE METAL	—	—	0.81%	—
MYSTERY STONE NOX CUBE	—	—	4.06%	—
ALPHA CUBE	—	—	0.41%	5.26%
DELTA CUBE	—	—	0.41%	5.26%
EPSILON CUBE	—	—	0.41%	5.26%
ETA CUBE	—	—	0.41%	5.26%
THETA CUBE	—	—	0.41%	5.26%
IOTA CUBE	—	—	0.41%	5.26%
KAPPA CUBE	—	—	0.41%	5.26%
LAMBDA CUBE	—	—	0.41%	5.26%
MU CUBE	—	—	0.41%	5.26%
NU CUBE	—	—	0.41%	5.26%
XI CUBE	—	—	0.41%	5.26%
RHO CUBE	—	—	0.41%	5.26%
TAU CUBE	—	—	0.41%	5.26%
UPSILON CUBE	—	—	0.41%	5.26%
PHI CUBE	—	—	0.41%	5.26%
CHI CUBE	—	—	0.41%	5.26%
OMEGA CUBE	—	—	0.41%	5.26%
OMICRON CUBE	—	—	0.41%	5.26%
HEXA CUBE	—	—	0.41%	5.26%
KUBAPOD LV.1	0.05%	0.05%	0.81%	—
KUBAPOD LV.47	—	—	1.22%	—
KUBAPOD LV.48	—	—	1.22%	—
KUBAPOD LV.49	0.73%	0.73%	9.75%	—
MOSSAPOD LV.1	—	—	0.03%	—
MOSSAPOD LV.10	—	—	0.04%	—
MOSSAPOD LV.11	—	—	0.01%	—
MOSSAPOD LV.9	—	—	0.41%	—
KOROPOD LV.1	0.05%	0.05%	0.81%	—
KOROPOD LV.47	—	—	1.22%	—
KOROPOD LV.48	—	—	1.22%	—
KOROPOD LV.49	0.73%	0.73%	9.75%	—
TORGAPOD LV.1	0.05%	0.05%	0.81%	—
TORGAPOD LV.47	—	—	1.22%	—
TORGAPOD LV.48	—	—	1.22%	—
TORGAPOD LV.49	0.73%	0.73%	9.75%	—
HANEPOD LV.1	0.05%	0.05%	0.81%	—
HANEPOD LV.47	—	—	1.22%	—
HANEPOD LV.48	—	—	1.22%	—
HANEPOD LV.49	0.73%	0.73%	9.75%	—

TERRACE UNDERGROUND RUINS

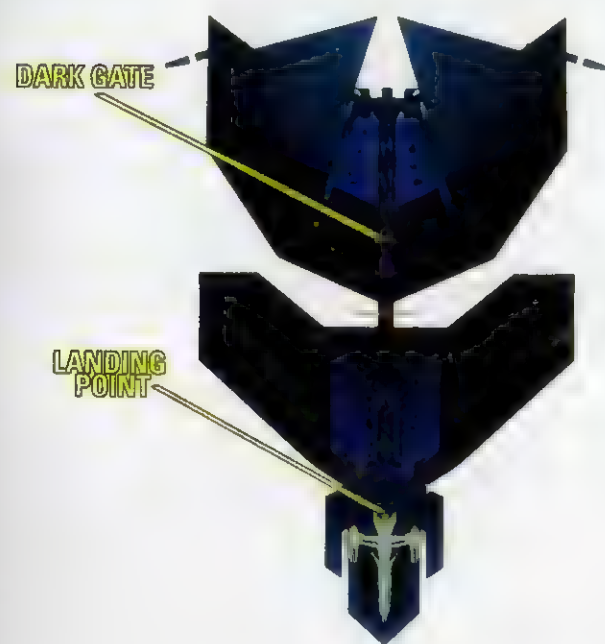


ITEM	26	5	GREEN	1
# OF DIG SPOTS	26	5	—	1
COULD BE EMPTY	33.85%	33.85%	—	—
CORONIUM C	13.48%	—	—	—
CORONIUM B	6.74%	—	—	—
CORONIUM A	0.67%	—	—	—
CORONIUM A+	0.07%	—	—	—
AURORIUM C	13.48%	—	—	—
AURORIUM B	6.74%	—	—	—
AURORIUM A	0.67%	—	—	—
AURORIUM A+	0.07%	—	—	—
FLASHIUM C	13.48%	—	—	—
FLASHIUM B	6.74%	—	—	—
FLASHIUM A	0.67%	—	—	—
FLASHIUM A+	0.07%	—	—	—
CHROMA 1	0.20%	—	—	—
CHROMA 2	0.19%	—	—	—
CHROMA 3	0.18%	—	—	—
PLATINUM	0.16%	—	—	—
PEARL	0.15%	—	—	—
SAPPHIRE	0.13%	—	—	—
EMERALD	0.12%	—	—	—
MYSTERY STONE	0.01%	—	—	—
ALPHA CUBE	—	0.10%	5.26%	—
DELTA CUBE	—	0.10%	5.26%	—
EPSILON CUBE	—	0.10%	5.26%	—
ETA CUBE	—	0.10%	5.26%	—
THETA CUBE	—	0.10%	5.26%	—
IOTA CUBE	—	0.10%	5.26%	—
KAPPA CUBE	—	0.10%	5.26%	—
LAMBDA CUBE	—	0.10%	5.26%	—
MU CUBE	—	0.10%	5.26%	—
NU CUBE	—	0.10%	5.26%	—
XI CUBE	—	0.10%	5.26%	—
RHO CUBE	—	0.10%	5.26%	—
TAU CUBE	—	0.10%	5.26%	—
UPSILON CUBE	—	0.10%	5.26%	—
PHI CUBE	—	0.10%	5.26%	—
CHI CUBE	—	0.10%	5.26%	—
OMEGA CUBE	—	0.10%	5.26%	—
OMICRON CUBE	—	0.10%	5.26%	—
HEXA CUBE	—	0.10%	5.26%	—
KUBAPOD LV.1	0.03%	1.01%	—	—
KUBAPOD LV.47	—	1.51%	—	—
KUBAPOD LV.48	—	1.51%	—	—
KUBAPOD LV.49	0.54%	12.06%	—	—
MOSSAPOD LV.1	—	0.02%	—	—
MOSSAPOD LV.10	—	0.05%	—	—
MOSSAPOD LV.11	—	0.01%	—	—
MOSSAPOD LV.9	—	0.50%	—	—
KOROPOD LV.1	0.03%	1.01%	—	—
KOROPOD LV.47	—	1.51%	—	—
KOROPOD LV.48	—	1.51%	—	—
KOROPOD LV.49	0.54%	12.06%	—	—
TORGAPOD LV.1	0.03%	1.01%	—	—
TORGAPOD LV.47	—	1.51%	—	—
TORGAPOD LV.48	—	1.51%	—	—
TORGAPOD LV.49	0.54%	12.06%	—	—
HANEPOD LV.1	0.03%	1.01%	—	—
HANEPOD LV.47	—	1.51%	—	—
HANEPOD LV.48	—	1.51%	—	—
HANEPOD LV.49	0.54%	12.06%	—	—

HALL UNDERGROUND RUINS



ITEM	26	5	GREEN	1
# OF DIG SPOTS	26	5	1	1
COULD BE EMPTY	33.85%	33.85%	—	—
CORONIUM C	13.63%	—	—	—
CORONIUM B	6.81%	—	—	—
CORONIUM A	0.68%	—	—	—
CORONIUM A+	0.07%	—	—	—
AURORIUM C	13.63%	—	—	—
AURORIUM B	6.81%	—	—	—
AURORIUM A	0.68%	—	—	—
AURORIUM A+	0.07%	—	—	—
FLASHIUM C	13.63%	—	—	—
FLASHIUM B	6.81%	—	—	—
FLASHIUM A	0.68%	—	—	—
FLASHIUM A+	0.07%	—	—	—
CHROMA 1	0.01%	—	—	—
CHROMA 2	0.01%	—	—	—
MYSTERY STONE	0.01%	—	—	—
ALPHA CUBE	—	0.10%	5.26%	—
DELTA CUBE	—	0.10%	5.26%	—
EPSILON CUBE	—	0.10%	5.26%	—
ETA CUBE	—	0.10%	5.26%	—
THETA CUBE	—	0.10%	5.26%	—
IOTA CUBE	—	0.10%	5.26%	—
KAPPA CUBE	—	0.10%	5.26%	—
LAMBDA CUBE	—	0.10%	5.26%	—
MU CUBE	—	0.10%	5.26%	—
NU CUBE	—	0.10%	5.26%	—
XI CUBE	—	0.10%	5.26%	—
RHO CUBE	—	0.10%	5.26%	—
TAU CUBE	—	0.10%	5.26%	—
UPSILON CUBE	—	0.10%	5.26%	—
PHI CUBE	—	0.10%	5.26%	—
CHI CUBE	—	0.10%	5.26%	—
OMEGA CUBE	—	0.10%	5.26%	—
OMICRON CUBE	—	0.10%	5.26%	—
HEXA CUBE	—	0.10%	5.26%	—
KUBAPOD LV.1	0.03%	1.01%	—	—
KUBAPOD LV.47	—	1.51%	—	—
KUBAPOD LV.48	—	1.51%	—	100.00%
KUBAPOD LV.49	0.55%	12.06%	—	—
MOSSAPOD LV.1	—	0.02%	—	—
MOSSAPOD LV.10	—	0.05%	—	—
MOSSAPOD LV.11	—	0.01%	—	—
MOSSAPOD LV.9	—	0.50%	—	—
KOROPOD LV.1	0.03%	1.01%	—	—
KOROPOD LV.47	—	1.51%	—	—
KOROPOD LV.48	—	1.51%	—	—
KOROPOD LV.49	0.55%	12.06%	—	—
TORGAPOD LV.1	0.03%	1.01%	—	—
TORGAPOD LV.47	—	1.51%	—	—
TORGAPOD LV.48	—	1.51%	—	—
TORGAPOD LV.49	0.55%	12.06%	—	—
HANEPOD LV.1	0.03%	1.01%	—	—
HANEPOD LV.47	—	1.51%	—	—
HANEPOD LV.48	—	1.51%	—	—
HANEPOD LV.49	0.55%	12.06%	—	—



DARK GATE



ITEM	BEFORE END		AFTER END	
	BLUE	YELLOW	BLUE	YELLOW
# OF DIG SPOTS	26	25	12	1
COULD BE EMPTY	12.40%	45.45%	12.40%	33.33%
CORONIUM C	0.15%	—	0.15%	—
CORONIUM B	0.15%	—	0.15%	—
CORONIUM A	0.15%	—	0.15%	—
CORONIUM A+	0.15%	—	0.15%	—
AURORIUM C	0.15%	—	0.15%	—
AURORIUM B	0.15%	—	0.15%	—
AURORIUM A	0.15%	—	0.15%	—
AURORIUM A+	0.15%	—	0.15%	—
FLASHIUM C	0.15%	—	0.15%	—
FLASHIUM B	0.15%	—	0.15%	—
FLASHIUM A	0.15%	—	0.15%	—
FLASHIUM A+	0.15%	—	0.15%	—
DARK C	29.18%	—	29.18%	—
DARK B	21.88%	—	21.88%	—
DARK A	14.59%	—	14.59%	—
DARK A+	7.29%	—	7.29%	—
AURORIUM S	0.15%	—	0.15%	—
CORONIUM S	0.15%	—	0.15%	—
FLASHIUM S	0.15%	—	0.15%	—
EVOLVE B	0.15%	—	0.15%	—
EVOLVE L	0.15%	—	0.15%	—
EVOLVE M	0.15%	—	0.15%	—
CHROMA 1	0.73%	—	0.73%	—
CHROMA 2	0.73%	—	0.73%	—
CHROMA 3	0.73%	—	0.73%	—
PLATINUM	0.73%	—	0.73%	—
PEARL	0.73%	—	0.73%	—
SAPPHIRE	0.73%	—	0.73%	—
EMERALD	0.73%	—	0.73%	—
RUBY	0.73%	—	0.73%	—
DIAMOND	0.73%	—	0.73%	—
GOLD	0.73%	—	0.73%	—
MYSTERY STONE	0.15%	—	0.15%	—
MYSTERY STONE	0.15%	—	0.15%	—
MYSTERY STONE	0.15%	—	0.15%	—
MYSTERY STONE JEWEL	0.15%	—	0.15%	—
MYSTERY STONE ?	0.15%	—	0.15%	—
MYSTERY STONE PRESENT	0.15%	—	0.15%	—
PIKOPOD LV.1	—	—	—	0.83%
PIKOPOD LV.3	—	—	—	1.25%
PIKOPOD LV.4	—	—	—	1.25%
PIKOPOD LV.2	—	—	—	10.00%
MAKAPOD LV.1	—	—	—	0.83%
MAKAPOD LV.3	—	—	—	1.25%
MAKAPOD LV.4	—	—	—	1.25%
MAKAPOD LV.2	—	—	—	10.00%
ZAAPOD LV.1	0.07%	1.14%	0.07%	0.83%
ZAAPOD LV.55	—	1.70%	—	1.25%
ZAAPOD LV.56	—	1.70%	—	1.25%
ZAAPOD LV.54	1.17%	13.64%	1.17%	10.00%
ELOPOD LV.1	0.07%	1.14%	0.07%	0.83%
ELOPOD LV.55	—	1.70%	—	1.25%
ELOPOD LV.56	—	1.70%	—	1.25%
ELOPOD LV.54	1.17%	13.64%	1.17%	10.00%
TROPOD LV.1	0.1%	1.1%	0.1%	0.80%
TROPOD LV.55	0.0%	1.7%	0.0%	1.30%
TROPOD LV.56	0.0%	1.7%	0.0%	1.30%
TROPOD LV.54	1.2%	13.6%	1.2%	10.00%

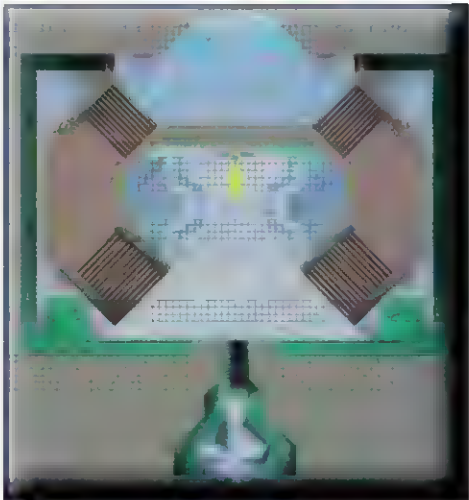
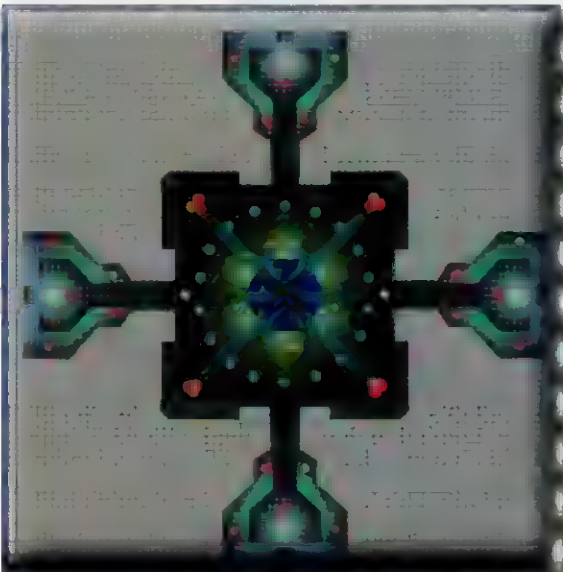
ENTRANCE DARK PALACE

ITEM	BEFORE END		AFTER END	
	BLUE	YELLOW	BLUE	YELLOW
# OF DIG SPOTS	21	5	21	5
COULD BE EMPTY	11.90%	45.45%	11.90%	33.33%
CORONIUM C	0.14%	—	0.14%	—
CORONIUM B	0.14%	—	0.14%	—
CORONIUM A	0.14%	—	0.14%	—
CORONIUM A+	0.14%	—	0.14%	—
AURORIUM C	0.14%	—	0.14%	—
AURORIUM B	0.14%	—	0.14%	—
AURORIUM A	0.14%	—	0.14%	—
AURORIUM A+	0.14%	—	0.14%	—
FLASHIUM C	0.14%	—	0.14%	—
FLASHIUM B	0.14%	—	0.14%	—
FLASHIUM A	0.14%	—	0.14%	—
FLASHIUM A+	0.14%	—	0.14%	—
DARK C	27.99%	—	27.99%	—
DARK B	20.99%	—	20.99%	—
DARK A	14.00%	—	14.00%	—
DARK A+	7.00%	—	7.00%	—
AURORIUM S	0.14%	—	0.14%	—
CORONIUM S	0.14%	—	0.14%	—
FLASHIUM S	0.14%	—	0.14%	—
EVOLVE B	0.14%	—	0.14%	—
EVOLVE L	0.14%	—	0.14%	—
EVOLVE M	0.14%	—	0.14%	—
CHROMA 1	1.40%	—	1.40%	—
CHROMA 2	1.26%	—	1.26%	—
CHROMA 3	1.12%	—	1.12%	—
PLATINUM	0.98%	—	0.98%	—
PEARL	0.84%	—	0.84%	—
SAPPHIRE	0.70%	—	0.70%	—
EMERALD	0.56%	—	0.56%	—
RUBY	1.40%	—	1.40%	—
DIAMOND	1.40%	—	1.40%	—
GOLD	1.40%	—	1.40%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE JEWEL	0.14%	—	0.14%	—
MYSTERY STONE ?	0.14%	—	0.14%	—
MYSTERY STONE PRESENT	0.14%	—	0.14%	—
PIKOPOD LV.1	—	—	—	0.83%
PIKOPOD LV.3	—	—	—	1.25%
PIKOPOD LV.4	—	—	—	1.25%
PIKOPOD LV.2	—	—	—	10.00%
MAKAPOD LV.1	—	—	—	0.83%
MAKAPOD LV.3	—	—	—	1.25%
MAKAPOD LV.4	—	—	—	1.25%
MAKAPOD LV.2	—	—	—	10.00%
ZAAPOD LV.1	0.07%	1.14%	0.07%	0.83%
ZAAPOD LV.55	—	1.70%	—	1.25%
ZAAPOD LV.56	—	1.70%	—	1.25%
ZAAPOD LV.54	1.12%	13.64%	1.12%	10.00%
ELOPOD LV.1	0.07%	1.14%	0.07%	0.83%
ELOPOD LV.55	—	1.70%	—	1.25%
ELOPOD LV.56	—	1.70%	—	1.25%
ELOPOD LV.54	1.17%	13.64%	1.17%	10.00%
TROPOD LV.1	0.1%	1.1%	0.1%	0.80%
TROPOD LV.55	0.0%	1.7%	0.0%	1.30%
TROPOD LV.56	0.0%	1.7%	0.0%	1.30%
TROPOD LV.54	1.2%	13.6%	1.2%	10.00%



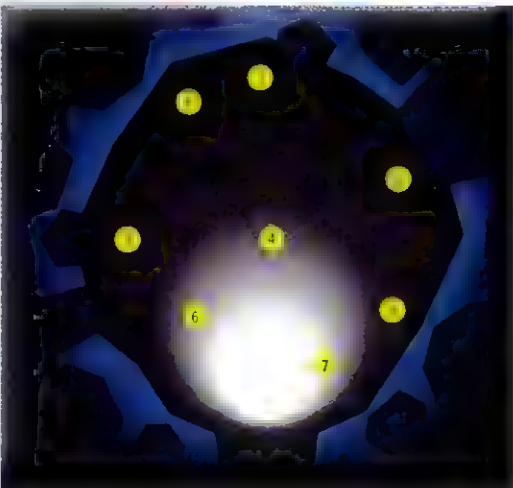
DARK ROAD

ITEM	BEFORE END			AFTER END		
	BLUE	YELLOW		BLUE	YELLOW	
# OF DIG SPOTS	24	28	12	24	28	12
COULD BE EMPTY	13.97%	13.97%	45.45%	13.97%	13.97%	33.33%
CORONIUM C	0.16%	0.16%	—	0.16%	0.16%	—
CORONIUM B	0.16%	0.16%	—	0.16%	0.16%	—
CORONIUM A	0.16%	0.16%	—	0.16%	0.16%	—
CORONIUM A+	0.16%	0.16%	—	0.16%	0.16%	—
AURORIUM C	0.16%	0.16%	—	0.16%	0.16%	—
AURORIUM B	0.16%	0.16%	—	0.16%	0.16%	—
AURORIUM A	0.16%	0.16%	—	0.16%	0.16%	—
AURORIUM A+	0.16%	0.16%	—	0.16%	0.16%	—
FLASHIUM C	0.16%	0.16%	—	0.16%	0.16%	—
FLASHIUM B	0.16%	0.16%	—	0.16%	0.16%	—
FLASHIUM A	0.16%	0.16%	—	0.16%	0.16%	—
FLASHIUM A+	0.16%	0.16%	—	0.16%	0.16%	—
DARK C	16.43%	16.43%	—	16.43%	16.43%	—
DARK B	16.43%	16.43%	—	16.43%	16.43%	—
DARK A	16.43%	16.43%	—	16.43%	16.43%	—
DARK A+	16.43%	16.43%	—	16.43%	16.43%	—
AURORIUM S	0.16%	0.16%	—	0.16%	0.16%	—
CORONIUM S	0.16%	0.16%	—	0.16%	0.16%	—
FLASHIUM S	0.16%	0.16%	—	0.16%	0.16%	—
EVOLVE B	0.16%	0.16%	—	0.16%	0.16%	—
EVOLVE L	0.16%	0.16%	—	0.16%	0.16%	—
EVOLVE M	0.16%	0.16%	—	0.16%	0.16%	—
CHROMA Y	1.64%	1.64%	—	1.64%	1.64%	—
CHROMA 2	1.48%	1.48%	—	1.48%	1.48%	—
CHROMA S	1.31%	1.31%	—	1.31%	1.31%	—
PLATINUM	1.15%	1.15%	—	1.15%	1.15%	—
PEARL	0.99%	0.99%	—	0.99%	0.99%	—
SAPPHIRE	0.82%	0.82%	—	0.82%	0.82%	—
EMERALD	0.66%	0.66%	—	0.66%	0.66%	—
RUBY	1.31%	1.31%	—	1.31%	1.31%	—
DIAMOND	1.31%	1.31%	—	1.31%	1.31%	—
GOLD	1.31%	1.31%	—	1.31%	1.31%	—
MYSTERY STONE	0.16%	0.16%	—	0.16%	0.16%	—
MYSTERY STONE	0.16%	0.16%	—	0.16%	0.16%	—
MYSTERY STONE	0.16%	0.16%	—	0.16%	0.16%	—
MYSTERY STONE JEWEL	0.16%	0.16%	—	0.16%	0.16%	—
MYSTERY STONE ?	0.16%	0.16%	—	0.16%	0.16%	—
MYSTERY STONE PRESENT	0.16%	0.16%	—	0.16%	0.16%	—
PIKOPOD LV1	—	—	—	—	—	0.83%
PIKOPOD LV3	—	—	—	—	—	1.25%
PIKOPOD LV4	—	—	—	—	—	1.25%
PIKOPOD LV2	—	—	—	—	—	10.00%
MAKAPOD LV1	—	—	—	—	—	0.83%
MAKAPOD LV3	—	—	—	—	—	1.25%
MAKAPOD LV4	—	—	—	—	—	1.25%
MAKAPOD LV2	—	—	—	—	—	10.00%
ZAAPOD LV1	0.08%	0.08%	1.14%	0.08%	0.08%	0.83%
ZAAPOD LV55	—	—	1.70%	—	—	1.25%
ZAAPOD LV56	—	—	1.70%	—	—	1.25%
ZAAPOD LV54	1.31%	1.31%	13.64%	1.31%	1.31%	10.00%
ELOPOD LV1	0.08%	0.08%	1.14%	0.08%	0.08%	0.83%
ELOPOD LV55	—	—	1.70%	—	—	1.25%
ELOPOD LV56	—	—	1.70%	—	—	1.25%
ELOPOD LV54	1.31%	1.31%	13.64%	1.31%	1.31%	10.00%
TROPD LV1	0.1%	0.1%	1.1%	0.1%	0.1%	0.8%
TROPD LV55	0.0%	0.0%	1.7%	0.0%	0.0%	1.3%
TROPD LV56	0.0%	0.0%	1.7%	0.0%	0.0%	1.3%
TROPD LV54	1.3%	1.3%	13.6%	1.3%	1.3%	10.0%



SHADOW ROOM

ITEM	YELLOW
# OF DIG SPOTS	1
ELOPOD LV56	100.00%

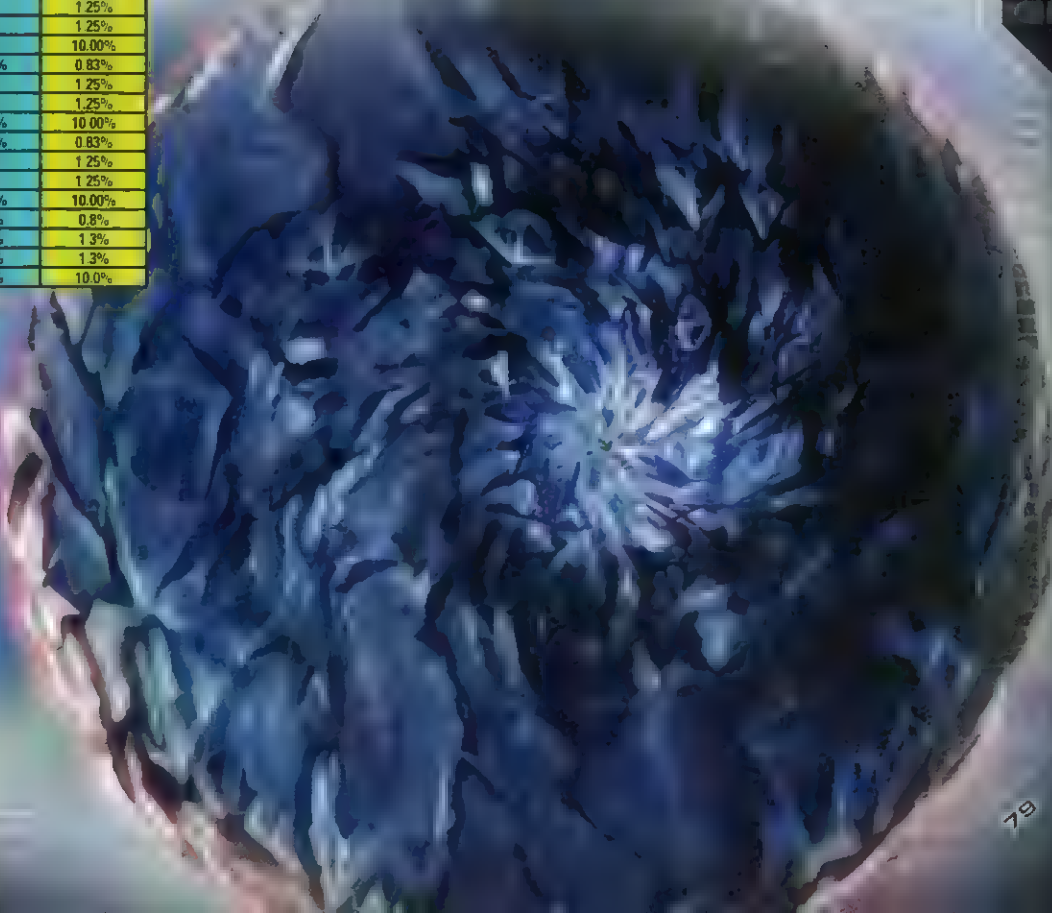
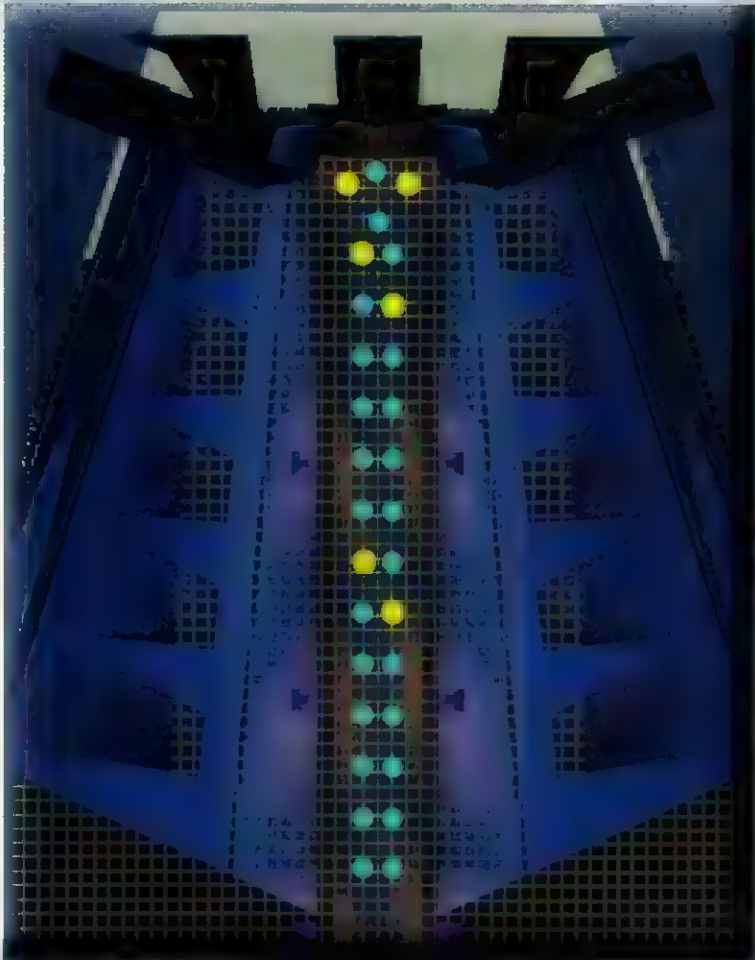


MALIK'S SECRET ROOM

All the Secret Doors lead to the same Secret Room design with the same dig areas. Mystery Stones and Rare Minerals are found in the dig locations on this map.

RUBBLE ROOM

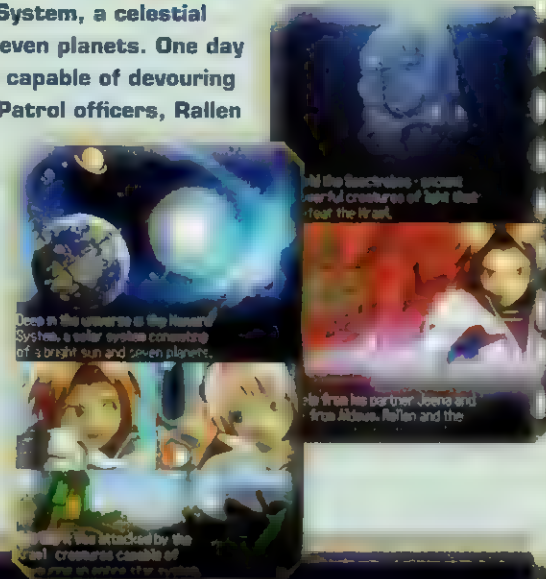
ITEM	BEFORE END		AFTER END	
	BLUE	YELLOW	BLUE	YELLOW
# OF DIG SPOTS	26	6	26	6
COULD BE EMPTY	12.32%	45.45%	12.32%	33.33%
CORONIUM C	0.14%	—	0.14%	—
CORONIUM B	0.14%	—	0.14%	—
CORONIUM A	0.14%	—	0.14%	—
CORONIUM A+	0.14%	—	0.14%	—
AURORIUM C	0.14%	—	0.14%	—
AURORIUM B	0.14%	—	0.14%	—
AURORIUM A	0.14%	—	0.14%	—
AURORIUM A+	0.14%	—	0.14%	—
FLASHIUM C	0.14%	—	0.14%	—
FLASHIUM B	0.14%	—	0.14%	—
FLASHIUM A	0.14%	—	0.14%	—
FLASHIUM A+	0.14%	—	0.14%	—
DARK C	7.25%	—	7.25%	—
DARK B	14.49%	—	14.49%	—
DARK A	21.74%	—	21.74%	—
DARK A+	28.99%	—	28.99%	—
AURORIUM S	0.14%	—	0.14%	—
CORONIUM S	0.14%	—	0.14%	—
FLASHIUM S	0.14%	—	0.14%	—
EVOLVE B	0.14%	—	0.14%	—
EVOLVE L	0.14%	—	0.14%	—
EVOLVE M	0.14%	—	0.14%	—
CHROMA 1	0.72%	—	0.72%	—
CHROMA 2	0.65%	—	0.65%	—
CHROMA 3	0.58%	—	0.58%	—
PLATINUM	0.51%	—	0.51%	—
PEARL	0.43%	—	0.43%	—
SAPPHIRE	0.36%	—	0.36%	—
EMERALD	0.29%	—	0.29%	—
RUBY	1.45%	—	1.45%	—
DIAMOND	1.45%	—	1.45%	—
GOLD	1.45%	—	1.45%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE	0.14%	—	0.14%	—
MYSTERY STONE JEWEL	0.14%	—	0.14%	—
MYSTERY STONE ?	0.14%	—	0.14%	—
MYSTERY STONE PRESENT	0.14%	—	0.14%	—
PIKOPOD LV1	—	—	—	0.83%
PIKOPOD LV3	—	—	—	1.25%
PIKOPOD LV4	—	—	—	1.25%
PIKOPOD LV2	—	—	—	10.00%
MAKAPOD LV1	—	—	—	0.83%
MAKAPOD LV3	—	—	—	1.25%
MAKAPOD LV4	—	—	—	1.25%
MAKAPOD LV2	—	—	—	10.00%
ZAAPOD LV1	0.07%	1.14%	0.07%	0.83%
ZAAPOD LV55	—	1.70%	—	1.25%
ZAAPOD LV56	—	1.70%	—	1.25%
ZAAPOD LV54	1.16%	13.64%	1.16%	10.00%
ELOPOD LV1	0.07%	1.14%	0.07%	0.83%
ELOPOD LV55	—	1.70%	—	1.25%
ELOPOD LV56	—	1.70%	—	1.25%
ELOPOD LV54	1.16%	13.64%	1.16%	10.00%
TROPD LV1	0.1%	1.1%	0.1%	0.8%
TROPD LV55	0.0%	1.7%	0.0%	1.3%
TROPD LV56	0.0%	1.7%	0.0%	1.3%
TROPD LV54	1.3%	13.6%	1.3%	10.0%



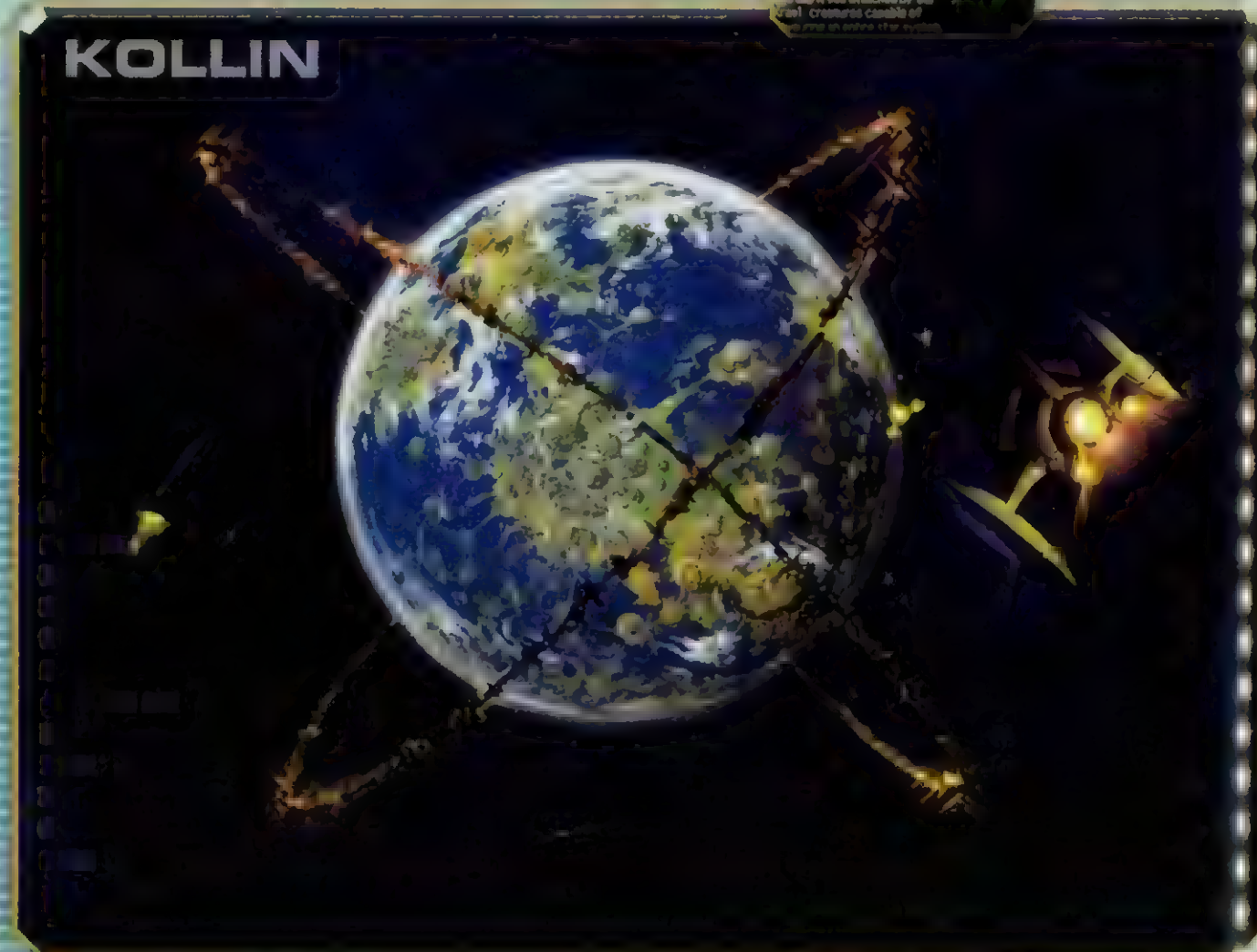
CHAPTER 1

Deep in the universe is the Nanairo System, a celestial cluster consisting of a bright sun and seven planets. One day it was attacked by the Krawl—creatures capable of devouring an entire star system. Nanairo Planetary Patrol officers, Rallen and Jeena, were on an investigation when they found Aldous, a man from a distant planet. Rallen discovered that he is a Spectrobe Master, someone who can wield the Spectrobes—powerful ancient creatures of light that can defeat the Krawl. With help from his partner, Jeena, and advice from Aldous, Rallen and the Spectrobes defeated the Krawl.

It's been several months since their adventure ended and Nanairo was enjoying peace again—or so they thought. Meanwhile, the Krawl begin to stir again...



KOLLIN



CHAPTER 1



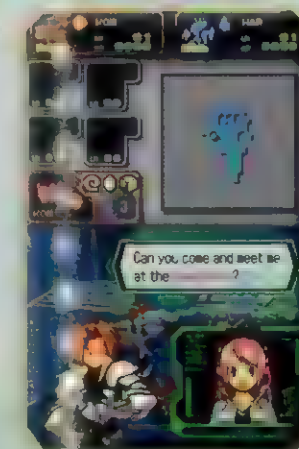
GO TO YOUR PATROL CRUISER AT THE SPACEPORT



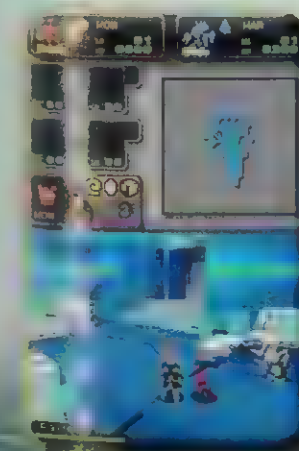
ALDOUS

You have a conversation with Aldous in the next room (2). If this is your first time playing a Spectrobes game, then what he says will be very informative. On the other hand, if you're a Spectrobes veteran, you'll find his conversation quite unrevealing. What you can take from it is the identification of the Child Form Spectrobe equipped by your side: Komainu. Aldous leaves to see Professor Kate in the ancient ship (which you discovered in the last game) orbiting Kollin.

WEAPONS CENTER: BASIC TRAINING



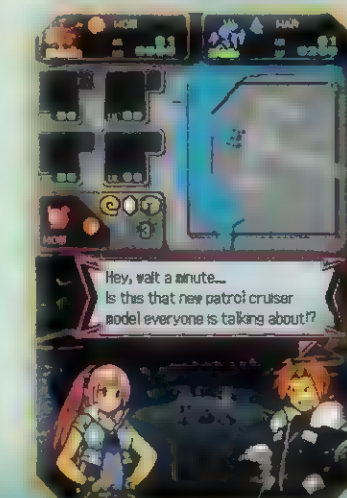
You begin this adventure on Kollin—the planet in the Nanairo system where the Planetary Patrol is located. Rallen (a member of the Planetary Patrol) is immediately thrown into training. Here (1) you learn basic movement and camera adjustment from Dave, your trainer and weapons technician. Refer to the **Game Basics** chapter of this guide if you need any help with controls. After training, Jeena (your Planetary Patrol partner), calls and asks you to meet her at the Spaceport



To interact with characters in the game, walk up to them and press the A Button. If you like, you could train with Dave again, but no new exercises are available until you progress further into the game. Exit the Weapons Center through the south doorway (your position is illustrated live on the top screen map).

SPACEPORT

From the hallway where you spoke with Aldous, head through the easternmost doorway to access the Spaceport (3) and speak with Jeena. She proudly shows off the new Patrol Cruiser model. While you admire the ship, Krawl invade the Spectrobes Research Center and steal all the Spectrobes you worked so hard to evolve during your last adventure. At the same time, a Krawl leader kidnaps Aldous and hijacks the ancient ship. Commander Grant directs you to go to the Service Bay, defeat the Krawl there, and see if Aldous is safe.



DEFEAT THE KRAWL AT THE SERVICE BAY

GO TO THE WEAPON CENTER ON THE FIRST FLOOR

Before you exit the ship, use the Save Pod (the elevator-looking device on the left side of the ship near the exit). Save your game progress every time you re-enter the ship. Using the Save Pod also completely restores your HP. Before you think about battling Krawl again, you must head for the Weapons Center—the room you just left (1).



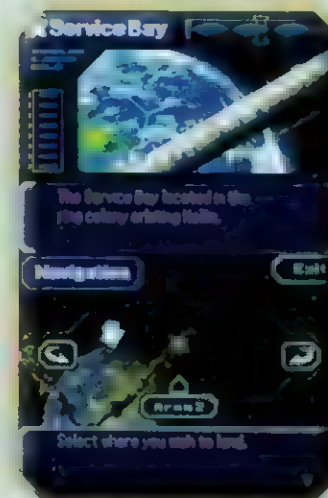
WEAPONS CENTER: WEAPONS TRAINING

You are automatically sent to the Training Room after arriving at the Weapons Center and talking to Dave. Here you learn the basics of Sword attacks, Free Mode attack, Lock-on Mode, as well as Glove and Blaster attacks. If you need further details on these subjects, see the **Game Basics** chapter of this guide. You can remain in the Training Room as long as you like. When you're ready to leave, walk to the exit on the east side of the room. The enemy orbs in the Training Room often leave behind HP power-ups after you defeat them. The only way the enemy orbs can hurt you is through contact damage.



RETURN TO THE CRUISER

Dave hands over the Prizmod once you complete your training—check out our **Game Basics** chapter for more information on this. You can also talk to the female intelligence officer near your cruiser for additional Prizmod info. Jeena calls next. She wants you to return to the cruiser (3).



SPACE TRAVEL: SERVICE BAY

When you return to the ship, Jeena explains space travel. Just touch the planet you want to visit, then slide the planet left and right arrows to find an area to land (areas will unlock as you progress through the story). After that, just touch the Area icon. Currently, Area 2 (the Service Bay) is the only one selectable on Kollin.

SERVICE BAY



Your first Krawl battle occurs as you step off the cruiser and into the Service Bay (4). The number of vortexes seen is equal to the number of battles you face to clear an area. If you're familiar with the previous game, you'll be surprised to find that Rallen does not enter the battlefield with the Spectrobes, but rather remotely coaches them through it. This alters many aspects of battle. One big change is that Spectrobes can revive other Spectrobes during a fight.

VORTEX COLOR = PROPERTY

The color of the vortex is an indication of the properties of the Krawl inside. This allows you to go into battle with the opposing stronger color Spectrobe by making changes in your lineup beforehand. The color of the vortex can also be seen on the top screen's mini-map. Little colored vortexes appear on the top screen's map, allowing you to spot them much sooner than you could on the Touch Screen's field map.

KRAWL BATTLE



Your first series of battles is with four groups of two Blova, sporting 244 to 300 HP each. Your Spectrobes are Harumite and Komanoto. Move around to avoid attacks. Switch control of Spectrobes using the X Button. Attack the Blova with direct contact attacks until your CH Gauge fills. Once you have a full charge, release the CH Attack by pressing the B Button. Or press the Y Button to use a combined Spectrobe attack. For more information on using Spectrobes in battle, see our **Game Basics** chapter.

CHAPTER 1



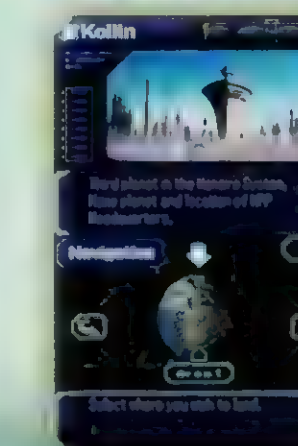
There are four battles total, and between each is a brief tutorial. After each battle, your Spectrobes level up with Minergy and you earn Gura. Occasionally, you'll defeat Krawl holding items and obtain those items once you've defeated them. After the series of four battles is complete, your Spectrobes will have earned enough experience to reach Level 2.

HANK & PROFESSOR KATE



After the Service Bay Krawl battle, enter the elevator to reach the room above (5), then speak to Hank and Professor Kate behind the large desk. Kate breaks the news that Aldous went missing, along with the ancient ship. She asks you to return and report this news to the Commander.

GIVE COMMANDER GRANT THE NEWS



Return to your ship in the Service Bay (4), save your game, and talk to Jeena to access the Navigation menu. Fly to Kollin Area 1 to return to the base.



KOLLIN NPP

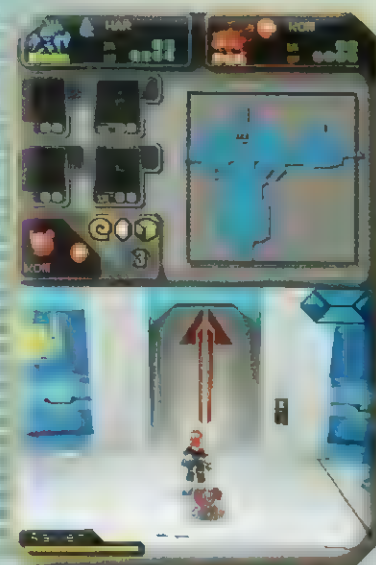
COMMAND ROOM

Approach the desk in the Command Room. During the conversation with Commander Grant, you discover that the Spectrobe Research Lab was attacked and destroyed during the ancient ship incident. All of your work from the previous adventure is now gone. No Spectrobes, no Fossils, no Cubes, no Crystals... nothing. Everything is gone.

Grant can't afford to have you and Jeena search for Aldous right now. He tells you that four High Krawl were responsible for the attack, and this is the Commander's concern at the moment. He says they don't know where these Krawl are located and asks you to return to the patrol cruiser to wait for new orders.



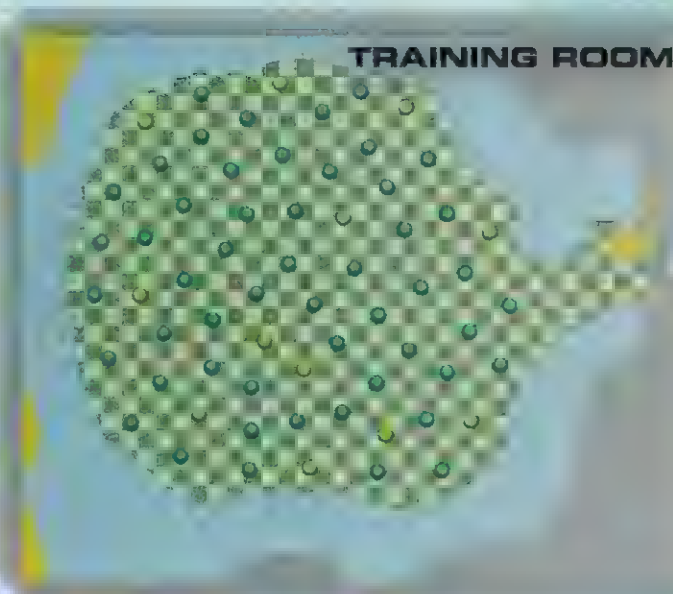
On the way out of the Command Room, Jeena suggests you head to the Training Room to excavate Minerals. You can keep whatever you unearth in the Training Room. For details on excavation, see our **Game Basics** chapter. The following map illustrates the areas in the Training Room where you can dig up Minerals and Fossils. The green dots indicate Mineral locations and the yellow dots are Fossils. Exactly what appears in these areas is random.



From the Spaceport (6), enter the hallway (7). You'll notice a barrier has been lowered. Walk to the other side of the hallway and enter the elevator (8): it's the door with the large red arrow pointing up. This takes you to the Technical Floor (9). Enter the middle door to access the Command Room (10).



As you exit the Training Room, Dave asks for your Harumite Spectrobe. He says that Professor Wright is now missing a Flash Spectrobe and needs one for continued research at the Spectrobes Research Lab. In exchange, Dave gives you the Vilamasta. Jeena now suggests you do some shopping.



TRAINING ROOM

SHOP FOR EQUIPMENT AND RECOVERY ITEMS

Head through the westernmost doorway (11) in the hallway to enter the Shopping area. The blue vehicle (12) is the Item Shop. This is where you buy recovery items and other useful stuff. The green vehicle (13) is the Tool Shop. The items here make excavation easier. The red vehicle is the Badge Shop, which is currently closed. Enter the Item Shop and purchase the Recovery tool for 350 Gura. If you have the money, go ahead and buy the Fire Drill for 700 Gura. If you're short on funds, then just wait—you don't need to break through ice yet anyway. Enter the Items shop and buy a B. Antidote and a B. Serum.



VISIT THE MUSEUM ON KOLLIN FOR SOME FOSSILS

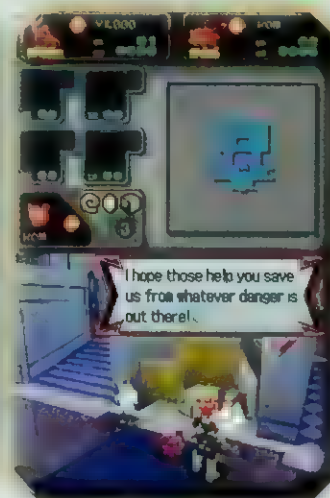
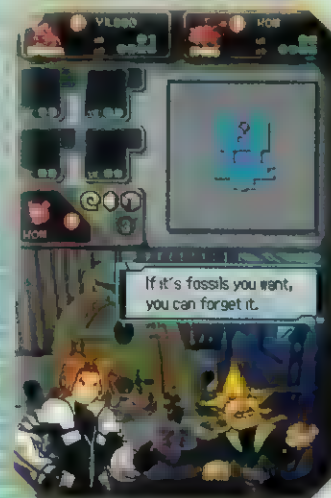
After purchasing items, return to the hallway (11) and talk to Jeena. She suggests going to the Museum to see Webster. Use the elevator outside HQ (14) to head down to the Gate. Proceed forward to reach the Central Plaza (15).



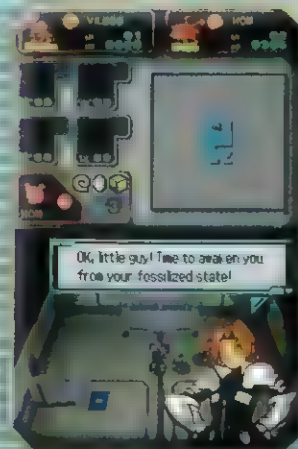
MUSEUM

Turn left and keep going across the small bridge (16) until you reach the West Terrace High Garden. Take the elevator (17) to the Central Terrace, High Garden. Head north and enter the Museum. Go to the back of the Museum to find Webster. (18)—he's up the stairs, beyond the blue-haired brothers.

Webster refuses to help you with Spectrobes; he feels since you lost the others, you aren't responsible enough to handle any more. When you try to leave the Museum, a conversation with the blue-haired brothers automatically triggers. They want to do what they can to help the cause and give you a Fossil and a Corona Mineral. You leave the Museum and enter the Patrol Cruiser.



START UP THE LAB SYSTEM AND AWAKEN THE FOSSILS



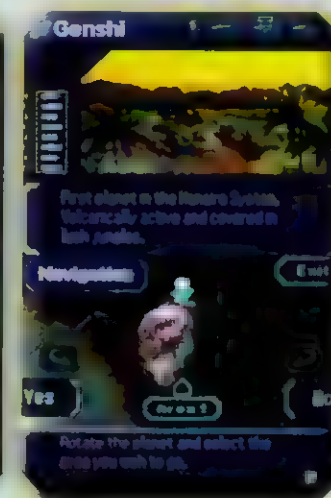
PATROL CRUISER: CARGO ROOM

The Lab System on your cruiser is now operational. Now is a good time to awaken the fossil you got from the museum. You must do this using the Incubator on the lower floor Cargo Room of your Patrol Cruiser. For help with awakening Spectrobes, see our **Game Basics** chapter.

INVESTIGATE THE HIGH KRAWL ON GENSHI

COCKPIT

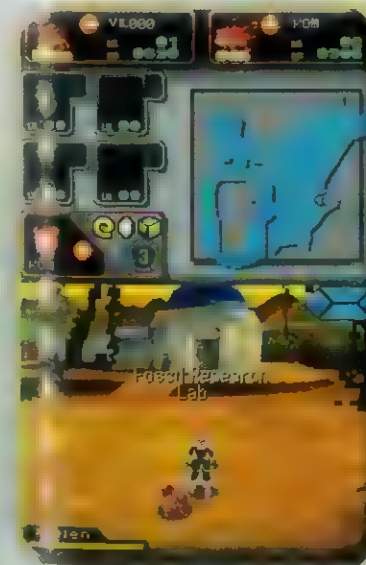
Commander Grant calls when you return to the cockpit. He receives transmission from the Fossil Research Lab over at Genshi. They think the High Krawl responsible for the attack on Genshi is still there. Reports point to a suspicious looking character in the jungle beyond the lab. You are ordered to Genshi at once. On the Space Navigation menu, Select Genshi (the closest planet to the sun) and then "Area 1."



GENSHI



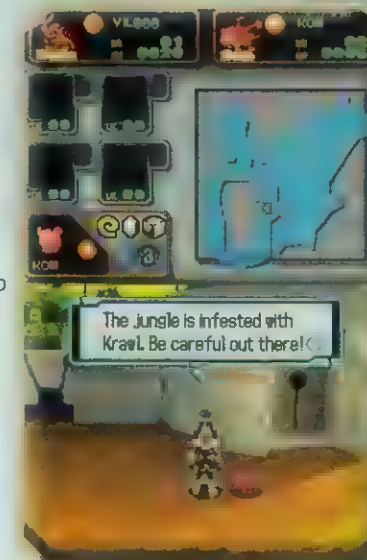
LANDING POINT



Make sure to check out our **Excavation Maps** chapter to find the Mineral and Fossil locations on Genshi. Make sure you excavate as much as possible each time you arrive to new and previously explored locations. From the landing point (1), head west to the Fossil Research Lab (2).

FOSSIL RESEARCH LAB EXTERIOR

Talk to Digg, the lab chief, who's standing near the entrance of the Research Lab. He says since the attack, the security lockdown system has engaged and they can't get into the lab. Furthermore, they have closed the gate to the jungle where the Krawl was last spotted. Digg tells you to talk to the guard by the jungle gate.





TALK TO THE JUNGLE GATE GUARD

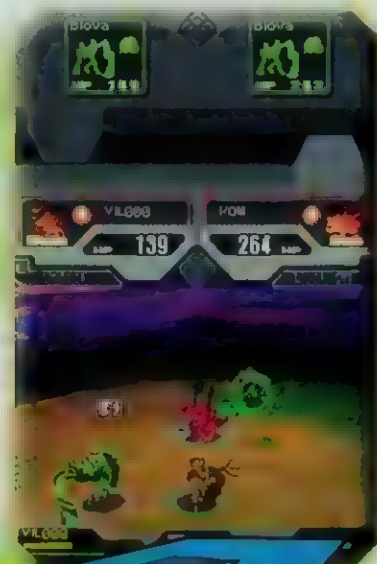
JUNGLE GATE



Speak with the jungle gate guard (3), who eventually lets you pass, but reminds you to take recovery items with you into the jungle. Beyond the gate lies the South Jungle (4).

FIND THE HIGH KRAWL SOUTH JUNGLE

A little ways into the South Jungle (4), you'll spot a few green colored vortexes and lots of Krawl Dust. Rallen can attack the Krawl Dust with the Blaster, Glove, or Sword, but the Spectrobes must deal with the vortexes. Remember that the color of the vortex reveals the property of the enemies inside. Green vortexes indicate there are Aurora enemies inside, so make sure to have Corona Spectrobes in your lineup. After the enemies are cleared you are free to excavate; your Child Spectrobe appears, allowing you to scan the ground and dig. Use our maps to help during the excavation.

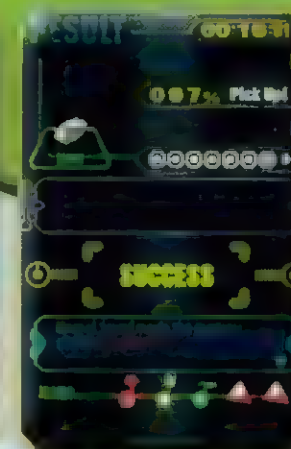


SECRET DOORS

Many planets contain Secret Doors—for details, see the **Excavation Maps** chapter of this guide. Use a Child Spectrobe's search radius over the area where the door is located to find it. Secret Doors can be one of three colors (the Spectrobe property colors) and you must have an opposing color (stronger) Child Form Spectrobe to open one.



For example, the first Secret Door on Genshi is Corona (red), so using a Flash (blue) Child Spectrobe provides access to the secret room behind it. Once all the items inside a secret room are excavated, you empty it and should not return. The likelihood of finding Mystery Stones inside secret rooms is higher than anywhere else. Mystery Stones contain many rare Minerals!



RECOVER TWO AURORA SPECTROBE FOSSILS

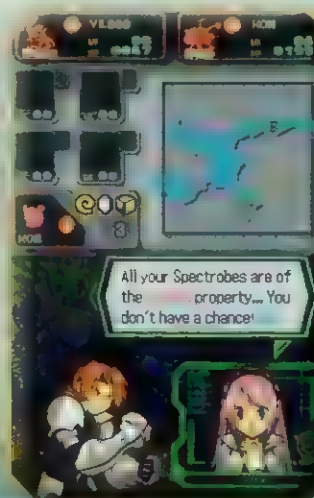
BATTLE AND EXCAVATE ON GENSHI

Continue to explore Genshi and dig in the yellow dot areas indicated on our **Excavation Maps** to find two Aurora Spectrobe Fossils. Yellow dot areas have a higher likelihood of containing Fossils, but this occurs randomly, changing each time you re-enter an area, so it's impossible to determine a precise location to find two Aurora Fossils right now. Continue to battle vortexes to clear an area and get your Child Spectrobe out of hiding, then excavate. Once you have two Aurora Spectrobe Fossils, return to the Patrol Cruiser (1).



CENTRAL JUNGLE

Head through the north passage in the South Jungle to reach the Central Jungle (5). Cross the lily pads heading north and you'll discover a High Krawl Vortex (6) Notice it's blue. You must go into battle with two Aurora Spectrobes to inflict the most damage per hit on the boss. You only have Corona Spectrobes at this point in the game, so Jeena calls and suggests you find two Aurora Spectrobe Fossils and then return to the cruiser.



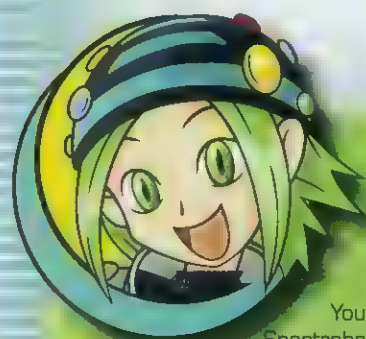
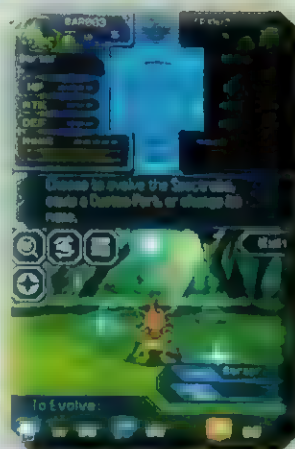
PATROL CRUISER



Return to the Patrol Cruiser with your Fossils and find Jeena at the blue elevator. You'll discover that Jeena's made some upgrades to the Lab System. You can now use the environment chambers to feed Spectrobes Minerals. Once they sparkle, they can be manually evolved.

EVOLVE TWO AURORA SPECTROBE FOSSILS

Awaken your Aurora Fossils (the ones with the green outlines), then select "Incubator" in the Lab System. Place them in a green Aurora environment and feed the Spectrobes green Minerals until they reach the evolve stage. For tips on evolving, see the **Game Basics** chapter of this guide.



AURORA CHILD SPECTROBE

You'll need one Aurora Child Spectrobe soon, so don't evolve all your green Spectrobe Fossils to the Adult form. Leave at least one a Child, then set it in your lineup before you leave the ship. This saves you a trip back to the ship. Later, Digg gives you an Aurora Fossil just in case you evolved all your green Spectrobes so you don't have to excavate the area again to find one. Follow our tactics to avoid all that.

SET THE AURORA ADULT SPECTROBES IN YOUR PRIZMOD

Place the new Aurora Spectrobes into the main and sub slots of your lineup using the Lab System Line Up function. Select four more Spectrobes to take with you for backup choices in the field. We suggest bringing an Aurora Child Spectrobe and as many diverse Spectrobes as possible (two from each property). This way, you'll be prepared for almost any battle. Since you still don't have any Flash Spectrobes, select half Corona and half Aurora Spectrobes for your lineup.



ELIMINATE THE SHADOW



Jeena says the Fossil Research Lab uses solar panels for its power needs. These could work as mirrors to reflect light at the shadow blocking your passage through the jungle. Save your progress, then exit the ship (1) and return to the Fossil Research Lab (2). Talk to Digg and he'll explain that the doors remain locked, but they were protected by a force field with the Flash property. Using an Aurora property on the lock could disable it. If you followed our previous tip, you'll be prepared with an Aurora Child Spectrobe at your side. Otherwise, take the Aurora Fossil Digg gives you, then return to the ship to awaken it and set it in your lineup in the Child Spectrobe slot before returning to the Research Lab.

FIND AN ENTRANCE TO THE FOSSIL RESEARCH LAB

With an Aurora Child Spectrobe in tow, approach the barrier over the Research Lab's entrance and scan the ground below the door. The blue area of the barrier lights up. This indicates that it's a Flash barrier and that an Aurora will disable it. Continue to scan the door area, then press the A Button. Enter the lab and Digg hands over the Solar Panels.



BREAK ON THROUGH

Always use the stronger opposing property Spectrobe while scanning property locked passages. As you do this, press the A Button or the door will not open.

DEFEAT THE BLACK VORTEX

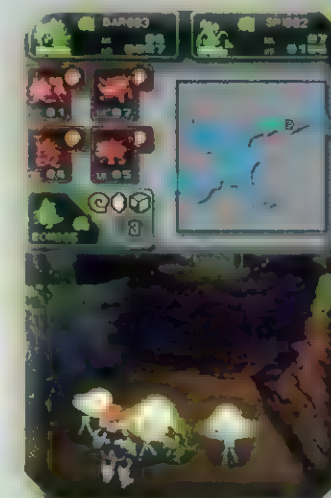
CENTRAL JUNGLE: BLUE VORTEX BATTLE

Retrace your steps through the jungle, battling the Green Vortex Krawl on your way to the Blue Vortex (6), which you can then also battle upon your return. Make sure to have your Aurora Spectrobes chosen. In this battle, you must defeat three groups of two Swatrops, each with 450 HP. With your Aurora Spectrobes that have approximately 340 HP themselves, each battle should take 15 seconds or less to complete. Just go in fighting and don't let up—your (green) Aurora property will prevail over the enemy's (blue) Flash property. Don't forget to use combined CH Attacks!



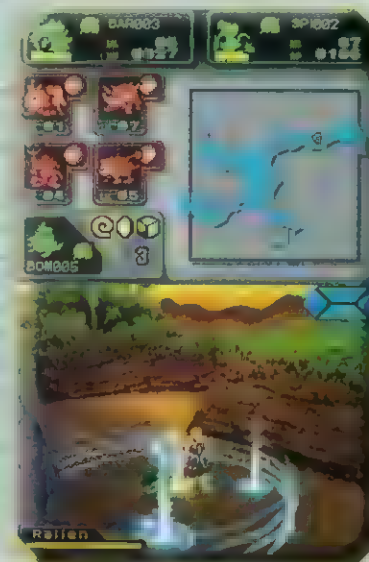
SHADOW REMOVAL

After the battle with the Blue Vortex is complete, Rallen automatically places the solar panels in position around the dark shadow. The combined sunlight projections blast through the shadow and annihilate it.



FIND THE HIGH KRAWL LURKING IN THE JUNGLE

Remember that you can now use your green Aurora Child Spectrobe to get through the blue (Flash) Secret Door in the Central Jungle area. To



continue on the main objective, head through the passage in the Central Jungle the dark shadow was blocking to access the East Jungle (7).

Excavate the East Jungle as thoroughly as you desire. Use our **Excavation Maps** to help guide you to the available Fossils. Do not avoid battles with vortexes or Krawl Dust; you need to level up your Spectrobes and Railen as much as possible to make key battles more manageable.

TOWER, GENSHI



Make sure you have green Aurora Spectrobes in your Battle slots, then travel to the northeastern corner of Genshi to discover the High Krawl near the Tower (8). Here you meet Jado, who has very little concern for you and your cause. He reveals that he works for a higher Krawl and that their plan is to devour the Nanairo System. He destroys the Tower before you can blink an eye. The battle ensues...



FULL HEALTH

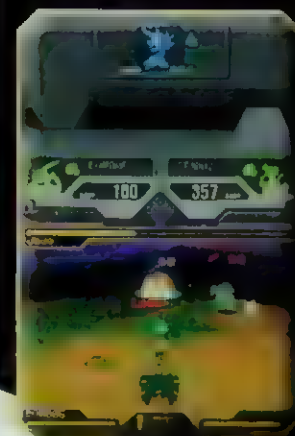
We suggest heading to the Patrol Cruiser and saving your game before the boss battle for two reasons: One, you won't lose your progress if anything bad happens. And two, you receive full health before the boss battle. Once you're ready, run to Jado avoiding battles with normal vortexes and Krawl Dust to keep your HP full. The alternative is to use some of your healing items just before entering the battle trigger zone.

J A D O

Boss HP	2100
Suggested Aurora Spectrobes	Boma-Boma & Spikan
Unlockables	Deca Cube & Octa Cube



Jado is a Flash property Krawl with 2100 HP. He stands in the back of the battlefield while his shadow takes a more offensive position. Jado shoots projectiles while his shadow performs short-range contact attacks. The projectiles can do around 30 HP damage and the shadow's attacks do around 10 to 20 HP damage on each hit.



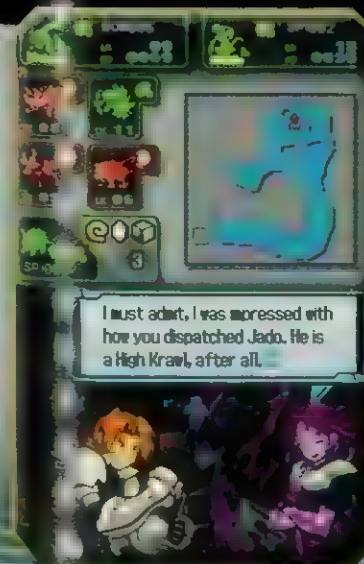
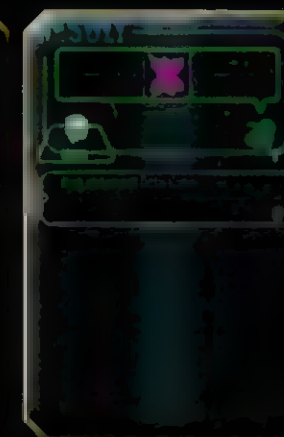
You may need to spend about 30 quality minutes leveling up by battling or feeding your Aurora Spectrobes to get them to a good competitive level. We suggest using a decent leveled Boma-Boma and Spikan. Their max HP should be around 180 HP (Boma-Boma) and 400 HP (Spikan).



Shadows continue to spawn and attack one at a time as you defeat them, while Jado stands back in the distance. No HP is depleted from Jado's total HP when you defeat the Shadows, so concentrate your attack on Jado. Herein lies the key to his defeat.

Use Boma-Boma as your main attack Spectrobe; he's quick and has a good long-range attack, although his HP is probably lower than your Spikans, depending on how you've trained them.

Just go right in for the kill and attack Jado while avoiding his shadow attackers as much as possible. This is the quickest way to defeat the boss. Use CH Combo Attacks as soon as they charge. After defeating Jado, you obtain the Deca Cube and the Octa Cube.



MAJA ENCOUNTER

Unlockables	DS Wireless Play & Nintendo WFC functions
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Next, Maja appears on the stump of the destroyed Tower and announces herself as one of the High Krawl. She taunts you and warns of the difficulty of your next High Krawl battle before disappearing. After this encounter, you unlock two new modes: **DS Wireless Play** and **Nintendo WFC functions**. You can go to the Title menu now and select "Multiplayer" to access these new modes. For more info, refer to the **Game Basics** chapter of this guide.

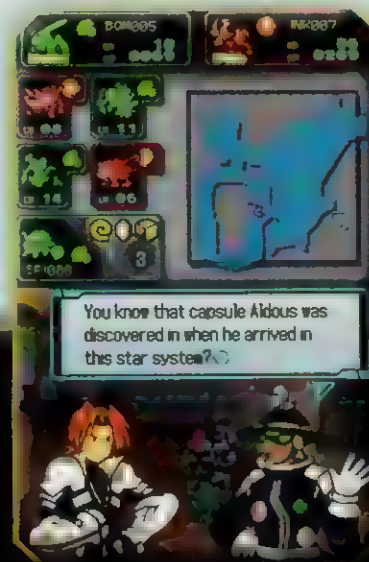
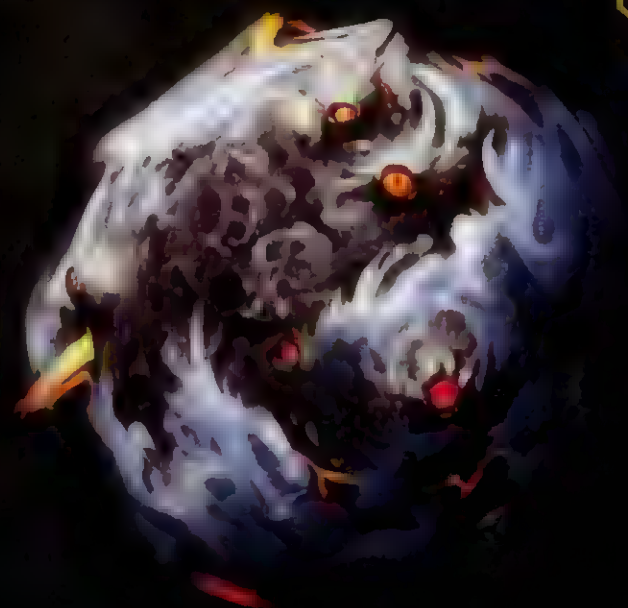


CHAPTER 2

TELL DIGG ABOUT YOUR VICTORY

From the now destroyed Tower, Genshi (1), head back through the East, Central, and South Jungle to the Fossil Research Lab (2) to talk to Digg. Expect Krawl battles along the way. Digg wants you (or Jeena) to repair the Capsule Aldous was discovered in during the last Spectrobes adventure. After the conversation with Digg and then Jeena, you and Digg automatically appear back in the Patrol Ship (3) to discuss the Capsule issue with Jeena.

GENSHI



PATROL CRUISER: CARGO ROOM

Unlockables	Card Input Machine, Cube Machine, and Badge Shop Opens
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In the Cargo Room of the Patrol Cruiser, Digg asks Jeena to repair the Aldous's Capsule. He also delivers two more machines: the **Card Input Machine** and the **Cube Machine**. You can now use Spectrobe Cards for added features and access the Cube Machine to analyze your collected Cubes (like the ones you won after defeating Jado). Cubes provide useful game tips.

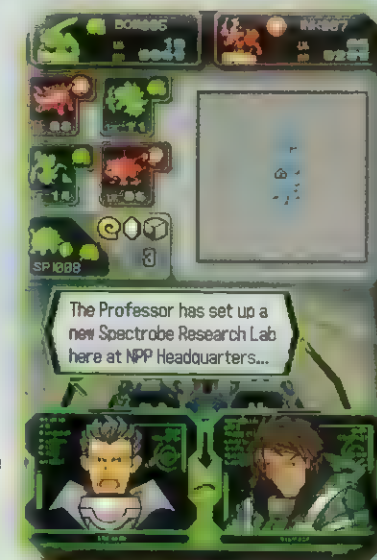
CHAPTER 2



Jeena also tells you about two new Lab System modes: **Database** and **Badges**. The Database allows you to view information on the Spectrobes you've obtained just by touching "Database." And touching "Badges" allows you to check your Badge collection. Wakaba also just unlocked the Badge Shop on Kollin. Just as you leave the Cargo Room, a stowaway Dark Krawl is seen escaping the Capsule.

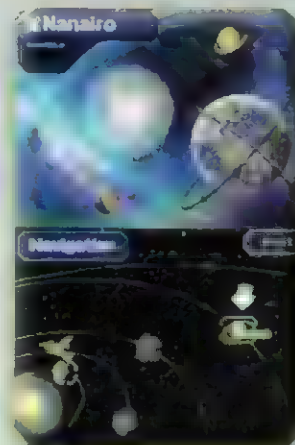
PATROL CRUISER: COCKPIT

In the cockpit, you contact Commander Grant. He has no further info on Aldous's whereabouts, but he transfers you to Professor Wright, who has plenty to say. A new Spectrobes Research Lab has been set up at NPP Headquarters on Kollin. He explains that Custom Parts for Spectrobes can increase their Attack and Defense to make it even stronger. Custom Parts are found in Mystery Stones. Commander Grant issues new orders: Cyrus on Nessa has new intel on the Krawl. Make for Nessa at once and listen to what he has to say.

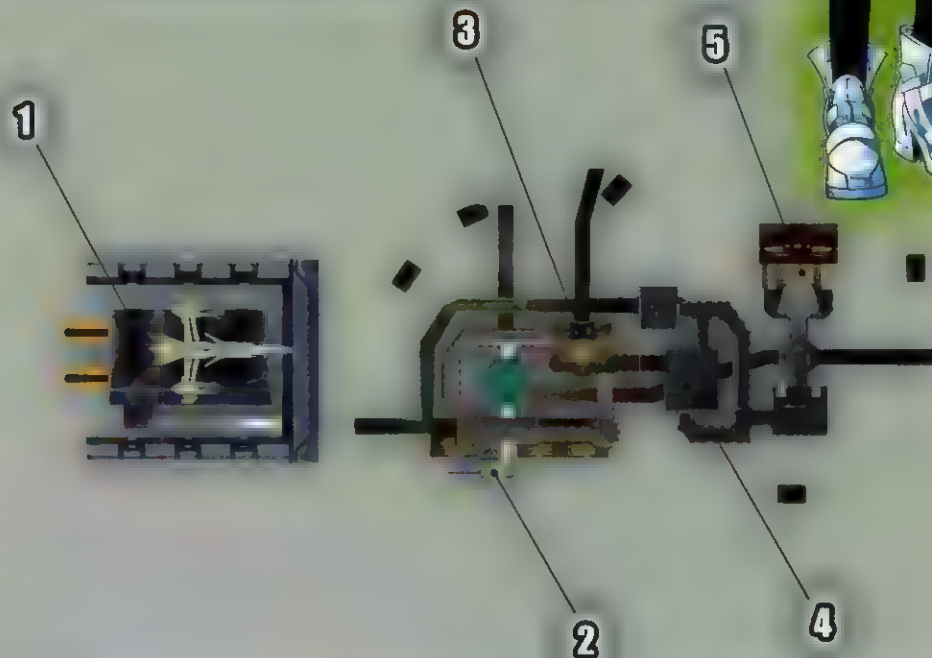
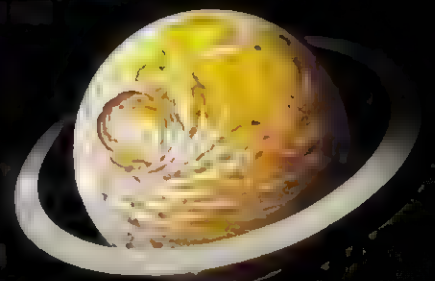


TALK TO CYRUSS ON NESSA

On the Navigation menu, select the third planet from the sun, Nessa. Select to land on Area 1. The Nessa Colony is the largest town on the planet, which is the fourth largest planet in the Nanairo System.

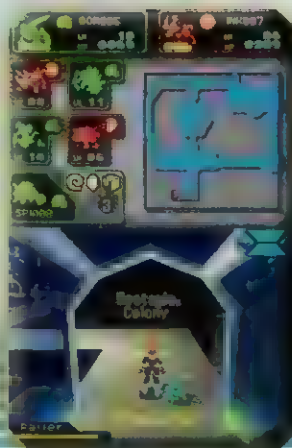


NESSA



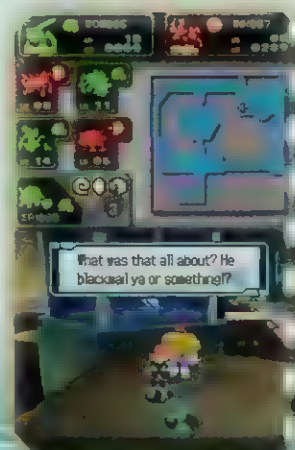
NESSA COLONY: LANDING POINT

Save your progress and leave the Patrol Cruiser (1). Exit the Colony Landing Point through the glass hallway to the south to enter Westside Colony (2).



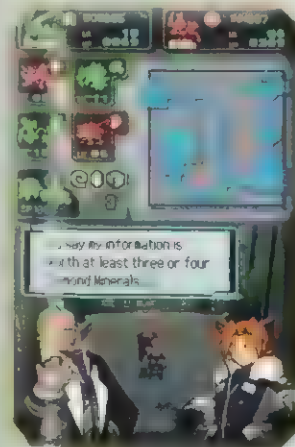
WESTSIDE COLONY

The locals say you can find Cyrus on the east end of the Colony. Talk to everyone to learn some history between Cyrus and Rallen—history created in the last Spectrobes game. Find the Mineral Shop (3) on the northeast end of Westside Colony. Here you can turn your Minerals into Gura. Sell those rare Minerals that are more expensive than they are useful as Spectrobe food.



EASTSIDE COLONY

Cyrus (5) is in the northeastern section of Eastside Colony. Cyrus is up to his old tricks. He refuses to do anything for free, even if it means his safety and the safety of everyone around him. He wants to sell his information on the Krawl for four Diamond Minerals. His greed has grown as much as his impatience. He tells you there's a dig site called Mineral Valley on the other side of Nessa. That's where the Krawl attacked and they may still be there. You must return to the Patrol Cruiser (1) and fly there.



If you excavate around the Colony, you'll find some of these high-priced Minerals. Use our **Excavations Maps** for help finding them. Head to the Eastside Colony (4) to continue excavating and to find Cyrus.

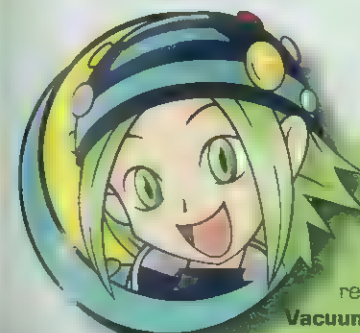
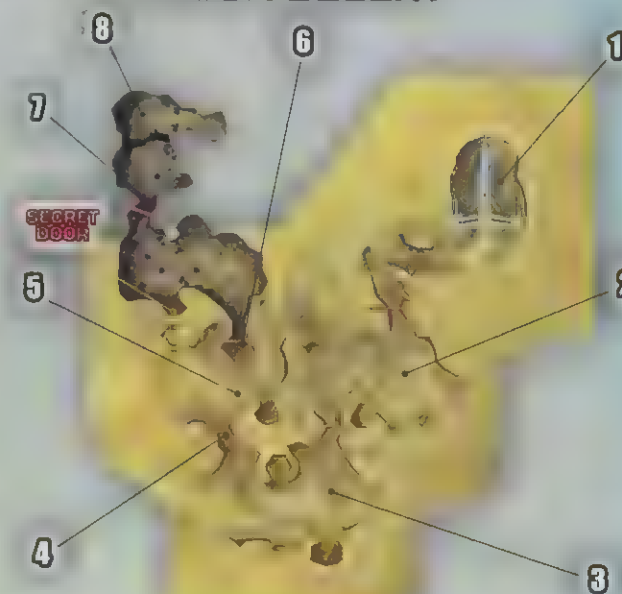


DEFEAT THE KRAWL IN MINERAL VALLEY



Before you leave the Colony, incubate and feed your Spectrobes, then return to the Cockpit and select Nessa. Area 2 appears without having to rotate the planet. You land on Nessa Desert.

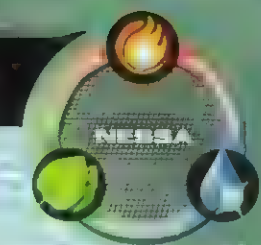
NESSA DESERT



SHOPPING ON KOLLIN

Badges and new tools are now available at the shops in Kollin. You could use this opportunity to go shopping on Kollin and then return to Nessa with healing items and new tools. New tools available: **Vacuum** (for water excavation) and **Blast** (instantly excavate anything but like Recovery, it has a limited number of uses).





Equip Corona Spectrobes into your Battle slots; the vortices on Nessa Desert are of the Aurora property. From the Landing Point (1), head south to the East Desert (2). Here you must fight the first of the green (Aurora) Krawl Vortexes. You'll battle Petrova with around 350 to 420 HP.

Head south into the Central Desert (3). Continue west and then north to reach the red Dark Vortex (4) that blocks passage to the West Desert and Mineral Valley. Professor Wright and Jeena communicate with you at the vortex. They tell you to collect two Flash Spectrobes and then evolve them.



EVOLVE FLASH SPECTROBES AND DEFEAT THE KRAWL



We used a Samukabu and a Ryza. Awaken, feed, and evolve them. Keep entering vortex battles around the East Desert to raise their levels if you run out of Minerals to feed before fighting the red Dark Vortex.

RED VORTEX BATTLE

With the Flash Spectrobes in the Battle slots, approach the red Dark Vortex (4) to begin the battle. You're pitted against Zeptores with 560 HP. Using your Samukabu, charge the enemy and whack him around. Each hit does around 85 HP in damage—the CH Combo attack docks about 160 HP. The Zeptores are also close-combat type enemies, so use the CH Combo Attack as soon as you can each time it's charged. Ryza's CH dash attack can inflict around 217 HP in damage. Survive the three consecutive battles and you earn the right to pass into the West Desert.



VENTURE INTO MINERAL VALLEY

WEST DESERT

Keep your Flash Spectrobes in battle positions as you pass into the West Desert (5); Red Vortexes are now routine occurrences. Follow them on the map and defeat them all, then excavate the area.

MINERAL VALLEY

Head north toward the descending dirt slope (6) to enter the Mineral Valley. Follow the top screen map to the Red Vortex and defeat the Krawl inside using your Flash Spectrobes. You will encounter Corona property Zepi and Zepi Krawl with around 430 to 560 HP.

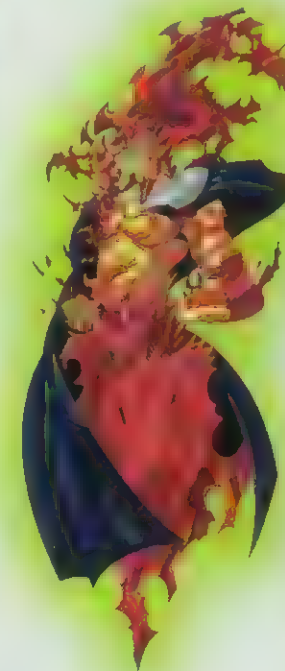


SECRET DOOR

Find the Corona Secret Door in the south nook of Mineral Valley. Use a Flash Child Form Spectrobe to enter the secret room. See our **Excavation Maps** for the sweet digging spots. You are likely to find Mystery Stones and Coronium A+ and S here. Head through the north Mineral Valley passage (7) to reach the Tower, Nessa.

TOWER, NESSA

Continue to the northern section of Tower, Nessa, to find Gelberus (8), who is about to destroy the Tower. Gelberus announces himself as the High Krawl of Fire.

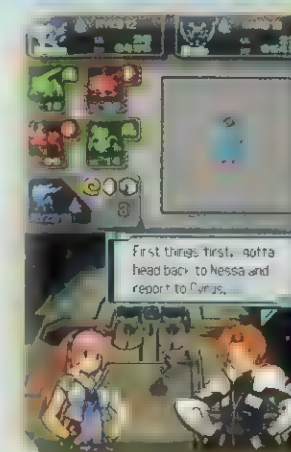


GELBERUS ENCOUNTER

Gelberus reveals the name of "he" who Jado spoke of before his defeat. Krux is said to be the most powerful being in the universe. Gelberus destroys the Tower and then vanishes into thin air.



RETURN TO YOUR PATROL CRUISER



Run back to the cruiser (1), battling and excavating as you please along the way. Head to the Cargo Room and access the Lab System. Perform any Awakenings, feedings, or Evolves you've been meaning to do since last excavating. Check out our **Game Basics** chapter for help with Custom Parts and the advantages and disadvantages to changing parts. Head up to the Cockpit and talk to Jeena. The unanimous decision is to return to Nessa and report the news to Cyrus.

RETURN TO NESSA AND REPORT TO CYRUS



Access the Navigation menu at the Cockpit and select Nessa. Return to Area 1 to land at Nessa Colony. Leave the Landing Point (1) and run directly to Cyrus on the Eastside (2) and talk to him.



You explain to Cyrus that the Krawl destroyed the Nessa Tower and then slipped through your fingers. Cyrus is awfully forgiving and explains his new service, Cyrus Express. It allows you to buy anything you want, anywhere you want (like a credit card). The Cyrus Express Machine is added to your collection of machines in the Cargo Room of your Patrol Cruiser.

You automatically return to the Cargo Room as Jaena is fuming about the invasive installation of the Cyrus Express Machine.

USE CYRUS EXPRESS AND RETURN TO THE COCKPIT

CARGO ROOM

The Cyrus Express Machine allows you to shop from the comfort of your Patrol Cruiser; like real world online shopping! You can purchase equipment, items, tools, and even **sell** Minerals. This is a significant convenience, but it comes at a price. Everything is marked up 25% from the price you'd find at the Shops and Dave's Equipment Supply on Kollin, which means Cyrus makes money from your purchases. So, if time is an issue or if you can't make it back to Kollin (or to Nessa Colony to sell Minerals), then you can bite the bullet and pay Cyrus's inflated prices. Also keep in mind that when selling Minerals through the Cyrus Express, you'll get 25% less Gura than if you sold them at Nessa Colony.



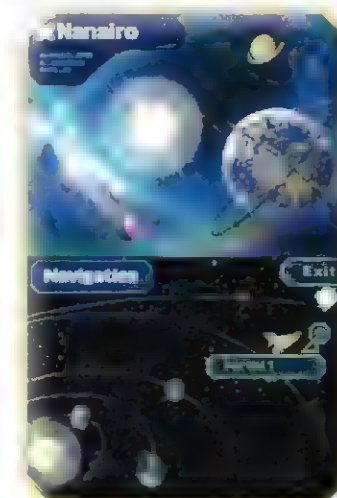
COCKPIT

Commander Grant communicates that a dimensional rift was discovered near Nessa. It's a portal that closely matches the one that swallowed up Aldous. Your next mission is to enter this portal.



INVESTIGATE THE PORTAL NEAR NESSA

After receiving new orders from the Commander, the Navigation menu automatically appears and the mysterious portal is selected. Select Portal 1/Area 1. Once at the portal, you determine it's a dimensional rift; a passage to the Krawl universe. You and Jeena decide to enter it.



PORTAL CRUISING MINI-GAME

You can now navigate through the portal in a little flying mini-game, or you can cancel the Mini-Game and automatically appear at the other end of the portal. See our **Game Basics** chapter for more information.



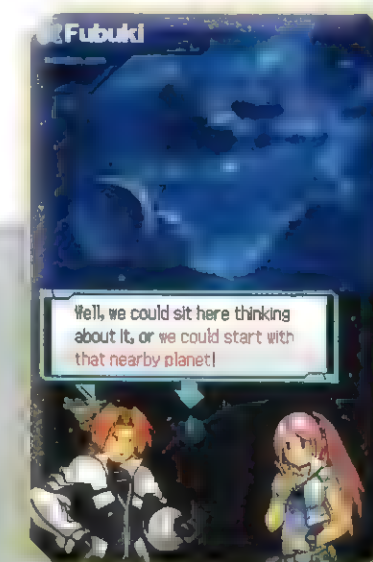
FUBUKI SYSTEM



LAND ON THE NEW PLANET

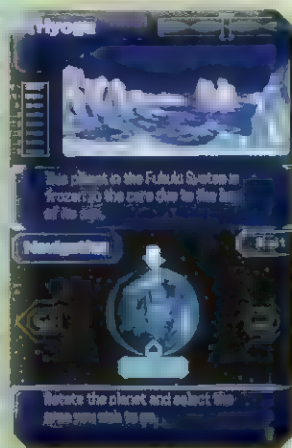
FUBUKI SYSTEM: KRAWL UNIVERSE

Through the portal you discover a new star system with no sun. The portal remains for a return trip to the Nanairo System. You find a nearby planet and decide to land there. Touch planet Hyoga, which is already selected in the Navigation menu. Select "Area 1" to land on the icy surface.



EXPLORE THE NEW PLANET FOR CLUES ABOUT ALDOUS'S LOCATION

LANDING POINT



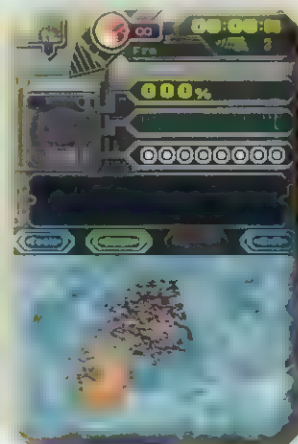
Before you head out onto the ice planet, make sure you have the Fire Drill for excavating. If you don't have one, use Cyrus Express to purchase it. Also, place Corona Spectrobes into the battle slots to battle the Aurora Krawl in the Green Vortexes. Place Aurora Spectrobes into your reserve slots to battle the few Blue Vortexes on the planet. Finally, select Flash Spectrobes for your reserves for when you break through the ice wall in the West Frozen Ruins to fight the Red Vortex.

NORTHEAST FROZEN RUINS

From the Landing Point (1), head south to the Northeast Frozen Ruins (2) and battle the green Aurora Krawl in the three different vortexes. In the vortexes, you mostly find enemy Frozoots with around 400 HP. They curl up into little ice wheels and roll toward you for contact damage. Dodge to miss their attacks. Make sure to use Corona Spectrobes to fight them. Once the area is clear, excavate it. You must cut through the ice with the Fire Drill first.



SECRET DOOR



Head to the southern slope in the Northeast Frozen Ruins with a blue (Flash) Child Spectrobe by your side. Scan the area on the slope indicated on our map to discover the Corona property Secret Door. Use our **Excavation Maps** and locate the secret Hyoga excavation site for locations to dig. You'll find mostly Mystery Stones: Aurorium S, and Coroniam S or A+.

CENTRAL FROZEN RUINS

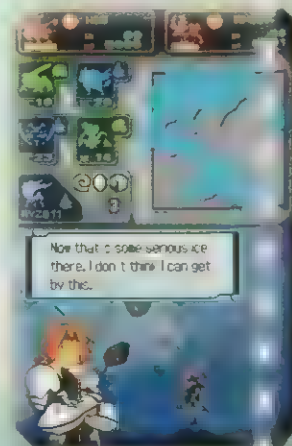
Head through the northwest passage (3) in the Northeast Frozen Ruins to reach the Central Frozen Ruins (4). Notice there are two Green Vortexes and one blue in this area. Make sure to switch out your Corona Spectrobes to Aurora Spectrobes before battling the Blue Vortex. Battle the two Green Vortexes first, since you are set with Corona Spectrobes in your Battle slots already. Then attack the Blue Vortex after switching to Aurora Spectrobes. Return to the ship for a Corona Child Spectrobe or wait until you come to the ice wall in the next area. Continue through the south passage (5) to reach the West Frozen Ruins (6).



WEST FROZEN RUINS: ICE WALL

As soon as you enter the West Frozen Ruins (6), you come across a wall of ice with different property symbols frozen inside. If you scan the wall, a green leaf glows from within. This means it is weak against Corona. You need a Corona Child Spectrobe to get through. Return to

the ship, resupply, and get a Corona Child Spectrobe. If you do not have Flash Spectrobes in your lineup, get some now. There's a Red Vortex on the other side of the ice wall for which you'll need them. Return to the ice wall.



CHAPTER 2

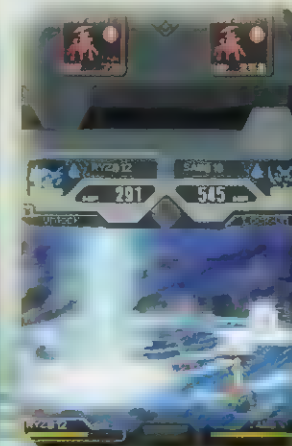
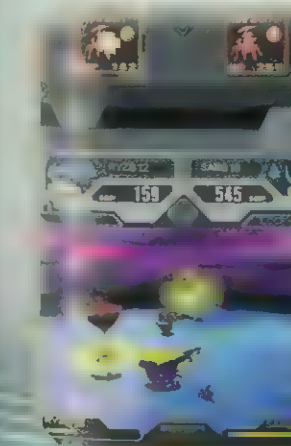


Make sure you have your Flash Spectrobes in the Battle slots and then break through the ice wall (6). Stand next to the ice wall and scan using the Corona Child Spectrobe, then press the A Button to destroy the wall. A battle with a Red (Corona) Vortex occurs the moment you cut it down.

BREAKING THROUGH THE ICE WALL
While scanning property locked passages, use the stronger opposing property Spectrobe and press the A Button. You cannot break through until you press this button!

RED VORTEX BATTLE

Molrach Krawl are found inside the Red Vortex. They have around 550 to 650 HP and look like toadstools. They spin into small tornados before unleashing a contact-damage, close-range attack. High level Flash Spectrobes can do around 181 HP in damage, using a CH Group attack. Your single attacks can do anywhere from 67 to 98 HP in damage. When the battle is won, excavate the area to your heart's content, then head through the west passage (7) to reach the North Frozen Ruins (8).



NORTH FROZEN RUINS

This area is occupied by three Blue (Flash) Krawl Vortexes. Use Aurora Spectrobes to battle these enemies. You mostly run into Penticos with 325 HP—icy enemies that spin into little frozen wheels and try to cause contact damage. Dodge their attacks, then return the favor using CH Group attacks. Pass through the large gate (9) to reach the Ice Garden (10).

ICE GARDEN

You can easily find Gelberus in the Ice Garden; his red flaming body sticks out like a sore thumb in the vast blueness of Hyoga. He claims his flames will free the Krawl locked in the frozen planet's ice. Afterward, he'll send them through the portal to devour Nessa.

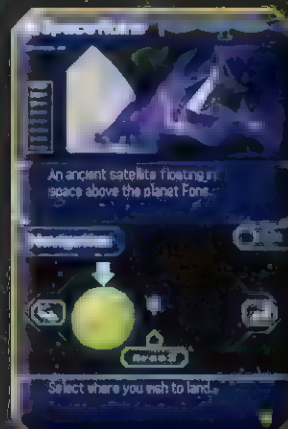


It ends here Gelberus! I'm gonna make sure you can't cause any more trouble!



GELBERUS

Boss HP	3000
Suggested Flash Spectrobes	Samukabu and Ryza
Unlockables	DEF Seed, Super Potion



Gelberus is an obvious Corona property. High Kread with 3000 HP. He has two attacks. When he slams his large fists together, he's about to throw a fireball. When he raises them with flames sparking up, he's preparing for a ground-pounding attack that affects only a medium-sized radius around him. The attack he uses depends on your distance from him. He also has two little fireball rainbows in the battle arena that are more of a distraction than anything. These cause contact damage when you collide with them.

You can take out the boss with a high level Samukabu and a Ryza, using mostly the Ryza's close-combat attack and OH-Group-Attacks every chance you get. Gelberus is slow so you can get behind him and hit him a few times with the Samukabu before backing off to avoid a ground-pound-area attack. Continue this strategy until the boss is beaten down.

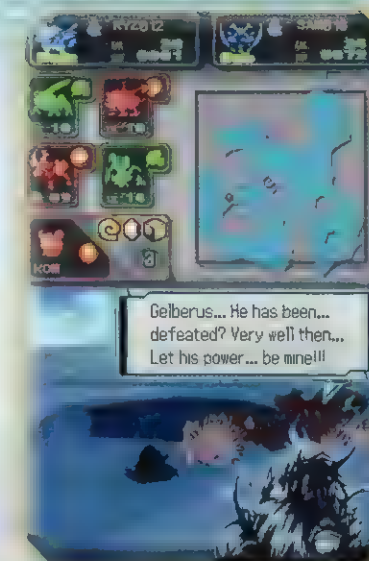


CHAPTER 2



MAJA ENCOUNTER

After this battle, Maja appears out of nowhere. Evidently, she's not there to complete Gelberus's failed task. Instead, she has some information for you. She has sent a swarm of Krawl to Kollin and is off to attack Daichi herself. As you head toward the ship and Maja takes off for Daichi, a mysterious dark figure is seen around the fallen boss. It appears to steal Gelberus's powers.



EMERGENCY ON KOLLIN: RETURN TO THE CRUISER!

LANDING POINT: PATROL CRUISER

Run back through Hyoga and return to the Patrol Cruiser (1) to save your progress. Approach the Cockpit console. Commander Grant calls. He's sweating. They've spotted the swarm of Krawl bearing down on their planet. Time to head back to the Nansiro System!

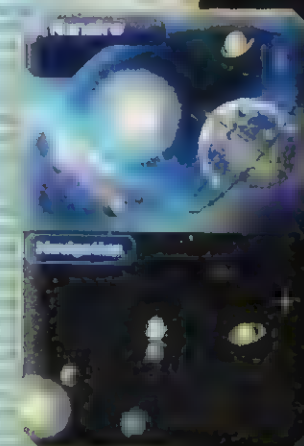
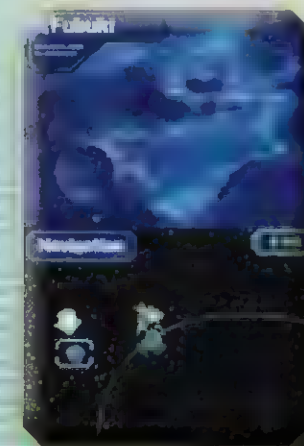
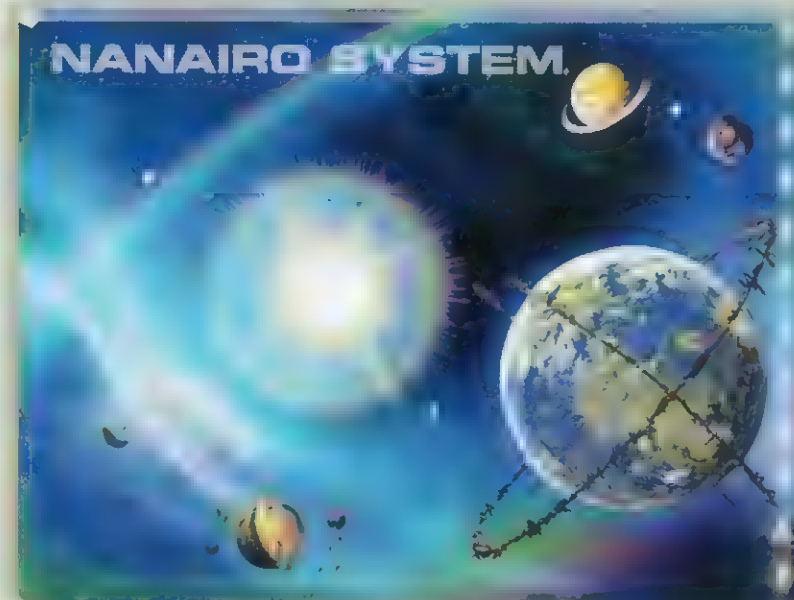


CHAPTER 3

RETURN TO KOLLIN AND BATTLE THE KRAWL!

HYOGA: PATROL CRUISER

From the Navigation menu, select the Portal (the leftmost selection on the map) and Portal 1/Area 1. Touch "Yes" twice to enter the Portal Cruising Mini-Game. Play the game or touch "Warp" to exit the challenge. Kollin is selected on the Navigation menu. Select it, then touch "Area 1" and "Yes" twice to land on the planet.

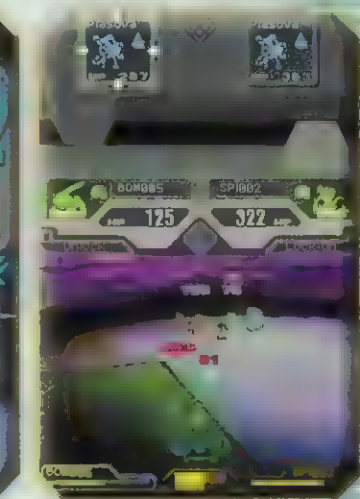


CHAPTER 3



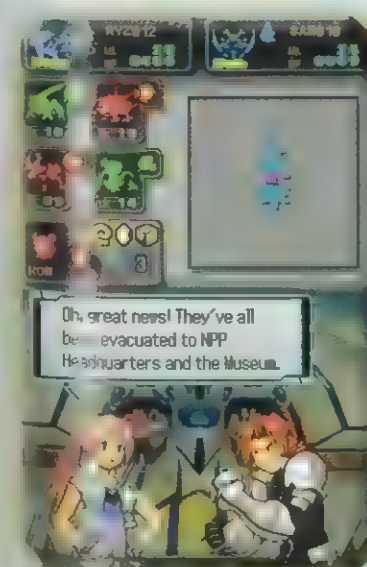
RESCUE THE KID ON THE SOUTH TERRACE

Equip Aurora Spectrobes to your Battle slots and Corona to your reserves. Head out of the Landing Point (1) south exit to access Gate, HQ (2). Here you'll encounter Blue (Flash) and Green (Aurora) Vortexes, both large and small. Inside them, expect to battle Plasova with 750 HP each. These Krawl shoot projectiles, so be ready to take evasive action. The large Green Vortexes contain Vizepi with 760 HP each. These little crab-like creatures spin in a circle to cause contact damage; they are close-range attackers, so keep your distance and use long-range attacks. Exit the Gate through the south elevator (3) to reach Central Plaza.



CENTRAL PLAZA

A Red Vortex is found in Central Plaza. Use Flash Spectrobes to defeat the Corona Krawl within. Inside the Red Vortex, you'll go up against Metrach with 1000 HP each. These guys are slow and shoot short- to long-range projectiles. You can quickly run around while performing close-range attacks and then back off before the projectile is released. Or, use long-range attacks and of course, CH Group Attacks. Head across the bridge to access the West Terrace High Garden (4).



You receive word that the people of Kollin were evacuated to NPP Headquarters and the Museum. However, one kid was left behind at the South Terrace in the High Garden Krawl stand in the way for a rescue attempt. You must get there on the double to rescue the child.



WEST TERRACE HIGH GARDEN: DARK VORTEX BATTLE



Taking the east bridge from Central Plaza (3) gets you to the West Terrace (4). Head east and enter the elevator to reach Central Terrace, High Garden (5). Equip a Corona Lvl 20 Komanoto and a Flash Samukabu Lvl 26 into your battle slots. The battle through the next elevator is instantaneous, so this is your last chance to prepare. The vortex has a mix of Krawl properties and mixing your battle Spectrobes is wise. Take the south elevator to reach South Terrace, High Garden (6).

SOUTH TERRACE, HIGH GARDEN

The boy is seen on the South Terrace (6), behind a large dark vortex. The first wave of Krawl inside are of the Flash property. The second wave is green Aurora type. You'll face Plasovas with 750 HP each in the first wave. You can control the Komanoto to just evade attacks while the AI controls your Samukabu and destroys the enemy with projectile attacks.

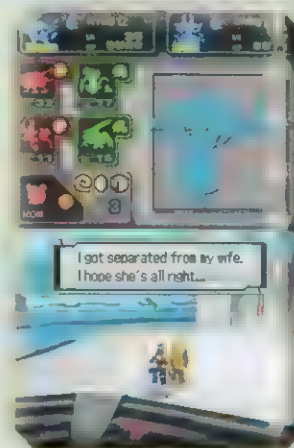


The second wave is against Vizepi with 760 HP each. Control the Komanoto and perform close-range attacks on the enemy. This does around 147 HP damage a hit. The CH Group Attack will annihilate the Vizepi. Once they're down, the battle is won and the boy saved. You order him back to the Museum.

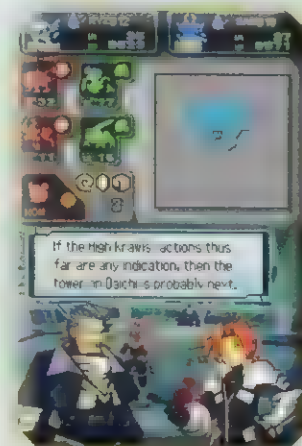


REPORT TO COMMANDER GRANT AT NPP HEADQUARTERS

On your way to the Command Center, you run into a man who gets separated from his wife in the Lobby 1F (7). Proceed into the north doorway behind him to reach the Tactical Floor, HQ 2f (8). From there, enter the middle door to access the Command Room, HQ (9). Approach Commander Grant's desk to discuss orders.



COMMAND ROOM, HQ 2F



The Commander deduces that Maja is headed to Daichi to destroy the Tower. But everyone is curious why Maja would speak of her plans—it could be a trap. The Commander agrees that you should go to Daichi and stop Maja from destroying the Tower. Return to your Patrol Cruiser (1) and save your progress.

SAVE THE TOWER IN DAICHI

KOLLIN: LANDING POINT

Navigate to Daichi Area 1, which is new on the Navigation menu in the Nanairo System. This planet is selected when you first access the Nav menu. Daichi is the second and smallest planet in the Nanairo System. It's covered in grassland and plateaus.



SOUTH HIGHLAND



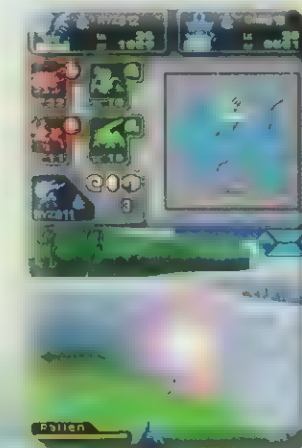
Make sure to now have all three property Spectrobes in your lineup. Go ahead and place Flash Spectrobes in your Battle slots. From the Cruiser (1), head north into South Highland (2). Here you see a Red Vortex. Inside are Rokeela with around 770 HP each. They shuffle along the ground somewhat quickly, trying to get in a close-range hand-to-hand attack. Use long-range attacks if you can and CH Group Attacks.

The Red Vortexes in this area also contain Mulnoot with around 800 HP each. These are very fast snake-like creatures that do contact damage only. Keep moving to avoid them and use long-range attacks whenever possible. Use CH Attacks to take them out. Finally, you'll find Gris with around 350 HP. These are slow moving globs that do contact damage only. You can walk all over them with close combat tactics and CH Attacks. Excavate the area after eradicating the Krawl.



SECRET DOOR

Find the Secret Door on our map in the South Highland area. It's a Corona-based doorway, so you need a Flash Child Spectrobe to gain entry. Inside you'll likely find Mystery Stones and Coronium A, A+, Attack Seeds, DEF Seeds, or Coronium S. You can continue to enter this secret room until all items have been excavated. Also be aware that all the vortexes cleared in the South Highland will reappear once you leave the secret room.



CENTRAL HIGHLAND

Leave the South Highland through the north passage to reach the Central Highland (3). Here you'll encounter a mix of Red and Green Vortexes, Krawl Dust, and small vortexes. Have Flash Spectrobes for the Red Vortexes and Corona for the Green Vortexes. You'll battle Corona Mulnoots with 800 HP, Corona Rokeela with 770 HP, and Aurora Rach with 1120 HP. These are slow-moving, crab-like creatures that you can tear apart with quick close-combat tactics. Clear the area and equip a Corona Child Spectrobe to enter the secret room.



SECRET DOOR

Use our map to find the Secret Door in Central Highland. Use a Corona Child Spectrobe to gain entry into the Aurora property secret room. Inside, you'll likely find Mystery Stones and Coronium, Attack Seeds, or DEF Seeds



NORTH HIGHLAND

After clearing the Secret Room in the Central Highland area, head north into North Highland (5). Here you'll encounter Aurora and Corona property Krawl Vortexes. Expect to fight Aurora Rach with 1120 HP and much of the same Krawl you've run into up to this point on Daichi. Clear the area, then excavate and find the Secret Door in the North Highland area



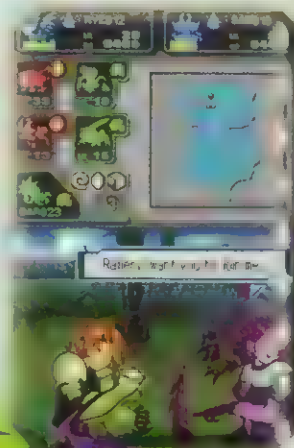
SECRET DOOR

Check our map to discover the location of the Flash property Secret Door in the North Highland (5) area. Use an Aurora Child Spectrobe to gain entry into the secret room. Excavate this secret room until no items remain, then exit. Remember, new Krawl Vortexes will appear when you leave the secret room



TOWER, DAICHI

Proceed north out of North Highland (5) to reach Tower, Daichi (6). Here you find Maja near the Tower—you caught her just in time! She doesn't seem surprised to see you, though, and explains that she's about to flood the Nanairo System with Krawl. She proposes that you join her; she needs the power of a Spectrobe Master. If you agree, she'll call off the invasion of Nanairo. Rallen adamantly refuses the offer. A battle begins as she pits you against Dark Spectrobes!

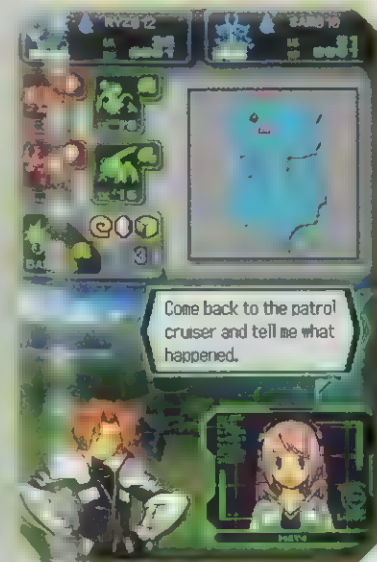


MAJA DARK SPECTROBE BATTLE

The first battle is with a Pinska with 1200 HP and a Makanoto also with 1200 HP. These are close-combat type Spectrobes. You can do your best to fight them, but you're destined to lose the battle because you are not prepared. After the battle, Maja destroys the Tower and mentions another Portal is opened. With it, she can double the number of Krawl sent into the planetary system. She invites you through the Portal if you have plans to beat her, and warns that you can only stop her by using Dark Spectrobes. Then Maja disappears



REPORT BACK TO COMMANDER GRANT



When Jeena calls, you describe your failure to save the Tower. She allows you to explain when you return to the ship. Head back through Daichi, then enter the Patrol Cruiser (1) and save your progress

CHAPTER 3



DAICHI: LANDING POINT

Approach the Cockpit Console. Commander Grant calls with good news: the Krawl have left Kollin. He witnesses a new Portal in the Nanairo System about the same time when you report the Tower, Daichi, has fallen. So it appears that the Towers were a defense system keeping Krawl Portals from appearing. Now the Krawl are destroying the Towers to open the Portals to new planetary systems and using them to funnel in troops to devour the planets within the system! Your next mission is to examine the new Portal



INVESTIGATE THE NEW PORTAL NEAR DAICHI

NAVIGATION MENU

The new Portal in the Nanairo System appears and is selected on the Navigation menu after speaking with Commander Grant and Jeena on Daichi. Touch the new Portal (to the right of Daichi), and then "Area 1" to travel through it. You access the Portal Cruising Mini-Game, which you can play to beat your high score, or just select Warp to reach the other side more quickly.

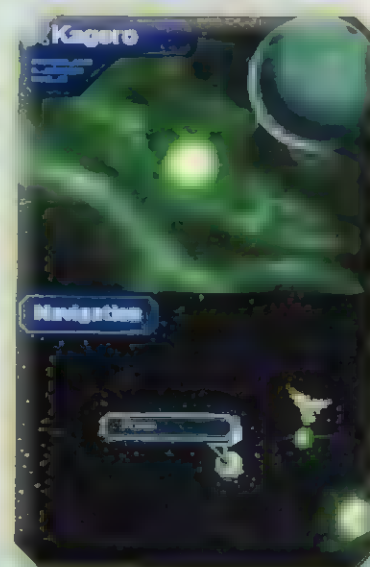


KAGERO SYSTEM



The Portal takes you to the Kagero Star System. Jeena explains that there's a blackish lake on the nearby planet. And, oddly, a dark vapor is emanating from it all the way into space. It contains a massive amount of Krawl, heading for the Portal. Maja is trying to attack the Nanairo System!

Fons is already selected in the Navigation menu. This vegetated planet is covered in forests and water and is home to a black lake. Touch the planet, Fons, then "Area 1" and "Yes" twice to travel there.

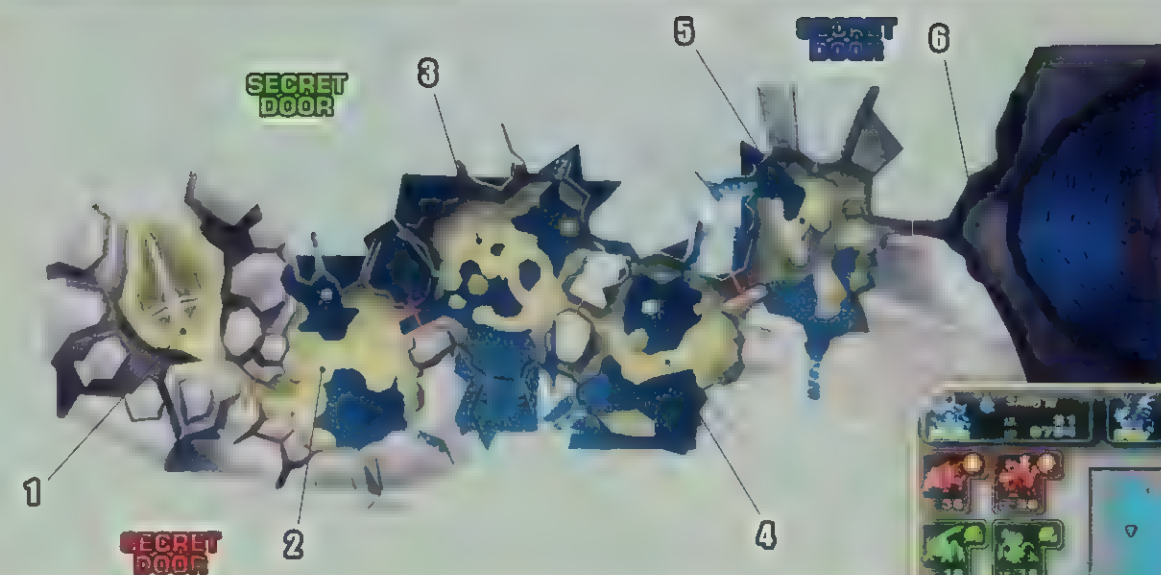
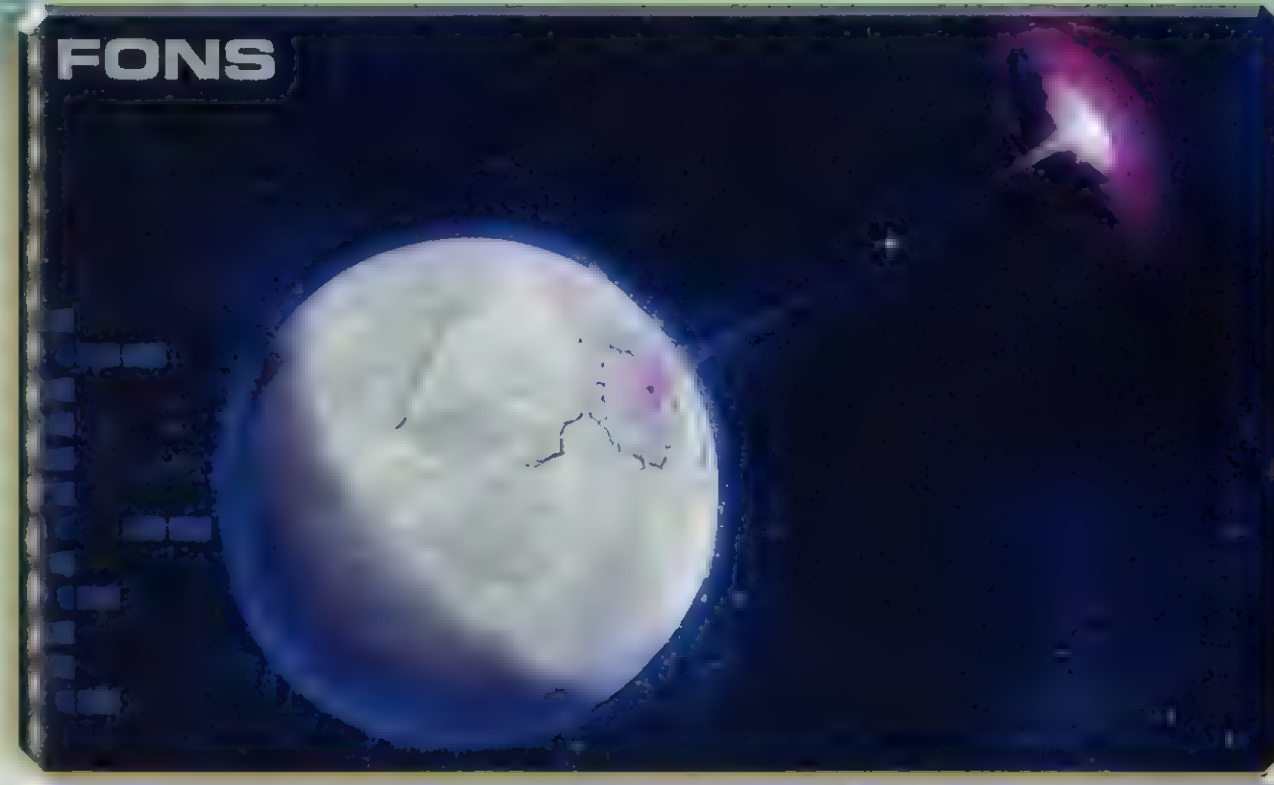


CHAPTER 3

FONS

WALKTHROUGH

FONS



INVESTIGATE THE DARK VAPOR RISING FROM THE LAKE

FONS: LANDING POINT

Equip one of each property Spectrobe, selecting a range of short to long range attackers, then place green (Aurora) Spectrobes into the Battle slots. The first Krawl Vortexes you get to will be blue (Flash). Head southeast out of the Landing Point (1) to reach West Spring Hill (2) to the east (you begin on the west side of the planet).



WEST SPRING HILL

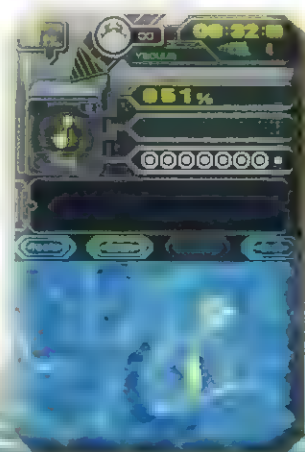
Target the Blue Vortexes using the top screen map to locate them. Destroy the Krawl inside. Expect to fight Flash property Edgars with 750 HP apiece. These creatures attack in groups of four! These scrawny, but fast Krawl like to team up and attack one Spectrobe at a time. They use close-range attacks, so use evasive maneuvers while attacking at long-range to fill the CH Gauge. Use Group CH Attacks to thin the numbers, then deal with the remaining enemies however you please.



You'll also encounter Flash Moldova Krawl. These guys have around 1000 HP apiece. Two come at you in a single wave. They're tall and attack at close-range. A good tactic is to have one Spectrobe that is weak against Flash and use the stronger Spectrobe to attack their backs as they advance on the weaker one. Then use CH Group Attacks when the gauge is full.

UNDERWATER EXCAVATION

Once you've cleared West Spring Hill of Krawl, you can begin excavation. This is your first chance to do some underwater digging. The only difference with this process is that you can use the Vacuum to remove the wet, cloudy sand that accumulates while drilling. This is not necessary, but it does help clear your view.



SECRET DOOR



WEST CENTRAL SPRING HILL

From West Spring Hill (2), head through the northeast water-filled passageway to West Central Spring Hill (3), which is infested with Flash Vortexes. Many of the same enemies you found in West Spring Hill are also in this area. Defeat them, excavate, and then move east through the next passageway to reach East Central Spring Hill (4).



SECRET DOOR



Use our map to find the Secret Door near the west entrance into West Central Spring Hill. This is an Aurora-sealed door, so use a Corona Child Spectrobe to break it. Inside the Secret Room you can find more Mystery Stones and rare Minerals.

EAST CENTRAL SPRING HILL

There are Aurora property Krawl Vortexes (small and large types) in East Central Spring Hill (4). You're likely to encounter Viblova with 1100 HP in the Small Vortexes. After clearing the Vortexes in the area, you might consider passing on the chance to excavate the water because you can get the same Minerals on dry land, which is an easier task. However, we recommend digging the Fossil spots in the water, as there are six unique Spectrobes on Fons.



EAST SPRING HILL



Leave East Central Spring Hill (4) through the northeast passageway to reach East Spring Hill (5). The vortexes in this area appear white on your top screen map and purple when looking at them in the field. These are Dark Vortexes. There's no clue to what kind of Krawl are inside, so it's wise to use mixed property Spectrobes in your Battle slots. You are likely to encounter Flash Krawl inside, but this is random. If Flash, you'll find Edgar and Moldova mixes; three enemies in one wave. Next, you encounter a couple waves of four Edgars with 750 HP each. We were successful in these battles using a high level Ryza and Samukabu, although you may want to use Aurora Spectrobes. We like Ryza's long wingspan, which allows you to attack at close-range while still remaining out of reach of the Edgars.

SECRET DOOR



Use our map to find the Secret Door. This one's a Flash-sealed door, so use an Aurora Child Spectrobe to break it. Inside the Secret Room you can find Mystery Stones and rare Minerals.

DARK LAKE



Leave East Spring Hill (5) through the east passage to reach the Dark Lake (6). Once there, you realize your worst fears; the dark cloud is made up of Krawl. Jeena calls and directs your attention to a satellite in the vapor that's heading into space. She wants you to return to the Patrol Cruiser (1) and investigate this further.

INVESTIGATE THE SATELLITE

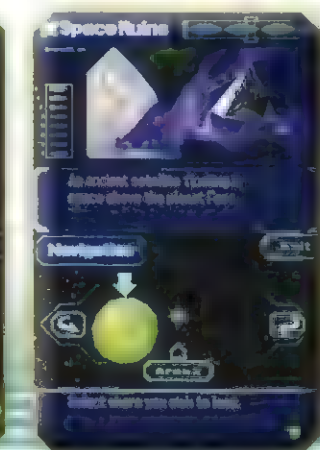
LANDING POINT

As you're about to enter the Patrol Cruiser (1), you realize that you cannot get much further fighting with Adult Spectrobes alone; you're going to have to advance them to Evolved Forms. To do this, Spectrobes must reach a certain level, win a specific number of battles, and be fed a certain number of Minerals. For more info and tips on this, see our **Game Basics** chapter. Actually, you probably already have Evolved Spectrobes at this point.

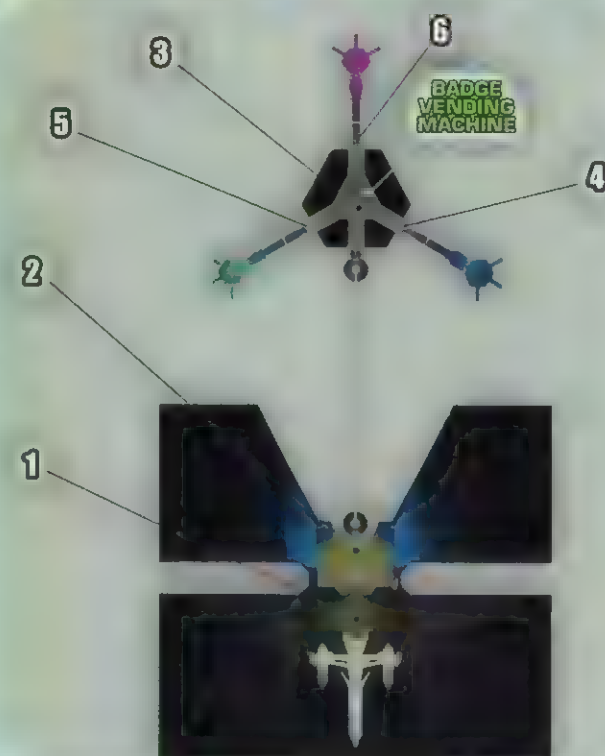


COCKPIT

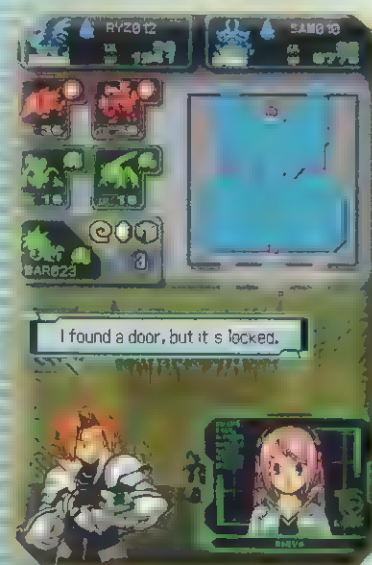
Save your progress, then approach the Cockpit Console. Jeena has already input the coordinates of the satellite floating above Fons. When you access the Navigation menu, Fons is already selected. Touch "Fons" again. Area 2 is already in view. Touch "Area 2" to access the Space Ruins. Touch "Yes" twice to land on the satellite.



SPACE RUINS



LANDING POINT



Head north up the stairs in the Landing Point **(1)** and approach the north door **(2)**. It's locked, but Jeena doesn't want you to be hasty and bust it open. Instead, she suggests switching places with her. Yup, that's right... You can play as Jeena now!

UNLOCK THE SATELLITE DOOR AND ENTER

JEENA

Jeena is not a Spectrobes Master. She doesn't have a Prizmod, so she has access to nothing as far as Spectrobes are concerned; this includes excavation tools. If you try to run her into a Krawl Vortex, she will refuse to fight, leaving this to the Spectrobes Master.



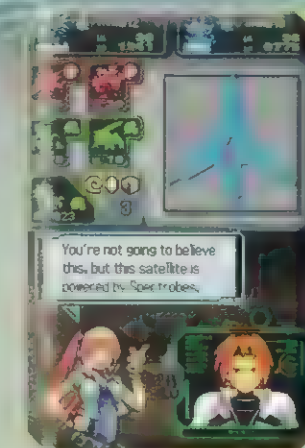
Press the Y Button to scan nearby objects, like the obelisk with the light pink glow found to the right of the locked door **(2)**. Scanning the obelisk brings up a Property Puzzle Mini-Game.

OBELISK PROPERTY PUZZLE

The first step to solving the Property Puzzle is to understand what the graphic in the bottom-right corner of the top screen is trying to tell you. Behind the three properties (Corona, Aurora, and Flash) is a cog moving in a counterclockwise direction. This indicates that the property symbols on the lower screen (the ones you can touch and change) have a specific color-changing pattern. When touched, **Blue** will always turn to Red, **Red** will always turn to Green, and **Green** will always turn to Blue.



The object is to get three of the same property on the screen at once (all the same color). When you touch one symbol, anything touching it will change, as well. So touching the two symbols on the far ends will also change the middle symbol. And touching the middle symbol will change all three. That means there's never a need to touch the middle symbol.

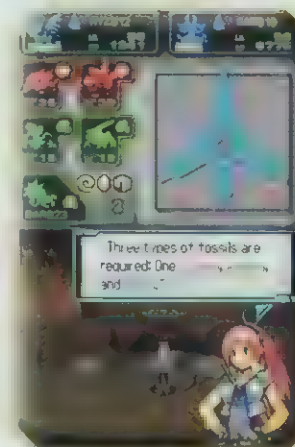


Try this to beat the challenge quickly: Touch the top-right icon until the two lower icons are the same color. Next, touch the leftmost icon until it and the middle one match the color of the top-left icon. Simple! The analysis is done and Jeena discovers the satellite is powered by Spectrobes!

SEARCH INSIDE THE SATELLITE

MAIN ROOM

The door to the Main Room opens once the Property Puzzle is beaten. When Jeena enters the Main Room **(3)**, you find documents scattered all over the floor. You analyze them and find that they provide useful information about the satellite's purpose. It was built to stop the flow of Krawl from the dark lake of Fons. Obviously, the satellite has malfunctioned. It runs on Spectrobes Fossils and requires one of each of the three properties to work properly.



RALLEN: MAIN ROOM

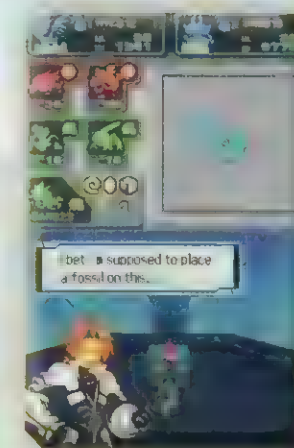
Your character switches back to Rallen after Jeena deciphers the scattered reports on the floor **(3)**. There are three locked doors **(4, 5, 6)** in the Main Room and a Badge Vending Machine. One new Badge is available there—a Spectrobes Vilamasta Badge for 100 Gura. Buy it here. It's the only place you can get it!



FLASH ROOM



Walk up to the southeast door **(4)**, then scan it with a Child Spectrobes. You discover this door is protected by Flash. Use a green Aurora Spectrobes to break through into the Flash room. Remember to press the A Button when scanning the door to break through. Approach the altar and press the A Button. You must select one of your Flash Fossils to set on the altar. We suggest giving it one that does not have a crown. Return to the Patrol Cruiser **(1)** to equip a Corona Child Spectrobes.



AURORA ROOM

Approach the southwest door **(5)** with a Corona Child Spectrobes. Scan the Aurora door and press the A Button to gain entry into the Aurora Room. Place an Aurora Fossil on the altar. Return to the ship and select a Flash Child Spectrobes to take with you to the final door.



CORONA ROOM

Approach the Corona Room door (6) with a Flash Child Spectrobe, then scan and press the A Button to break the seal. Enter the Corona Room and approach the altar. Press the A button again to access the Fossil Selection screen. Select a Corona Fossil to place on the altar.

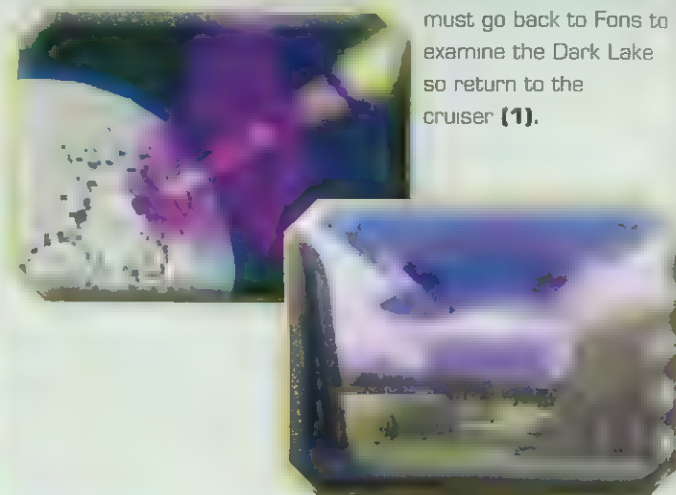


MAIN ROOM: WITH ALL FOSSILS PLACED ON ALTARS

Return to the Main Room (3) once all Fossil properties are placed on all three altars in all three rooms (4, 5, 6). The altar in the middle of the Main Room is now sporting a light beam that shines to the ceiling. Walk around the altar until Rallen contacts Jeena. You discover the room is a large voice-activated computer. A voice gauge appears on screen. Hum, sing, or speak into the speaker and keep the meters within the indicated range for three seconds to boot the computer.



The satellite activates and performs the job for which it was built. A large, concentrated beam of light shoots through the dark cloud of Krawls emanating from Fons's Dark Lake. Now you:

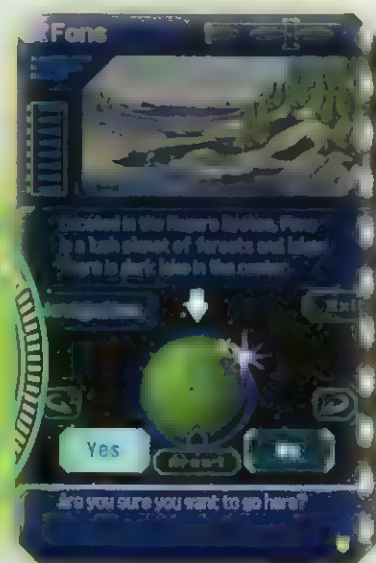


must go back to Fons to examine the Dark Lake so return to the cruiser (1).

CHECK THE STATUS OF THE LAKE

SPACE RUINS LANDING POINT: COCKPIT

Save your progress and take the Patrol Cruiser's controls, then return to Fons. Area 1



FONS



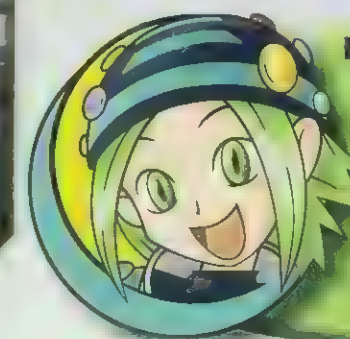
LANDING POINT

Make sure you have a variety of strong Spectrobes in your lineup. Use Evolved Forms if you have them. You now need to trek across the planet to return to Dark Lake (6). It's natural to want to avoid the vortexes, but when you do, you miss out on battle experience and leveling up.

DARK LAKE: DRIED UP



When you arrive at the Dark Lake, you find Maja coughing and sputtering from the attack. The satellite blast completely dried up the lake, destroyed the Krawls, and really made Maja angry. As you revel in your accomplishment, Maja knocks you down a notch by explaining that this was just one of the hundreds of Krawls scattered throughout the universe. She disappears after a dreadful warning of a huge Krawl invasion. Return to the Patrol Cruiser (1).



DARK SPECTROBE FOSSILS

Once the Dark Lake is dried up, excavate the area to find Dark Spectrobe Fossils. Use our excavation maps for more details.

RETURN TO THE PATROL CRUISER

LANDING POINT

Back on the cruiser, Jeena reveals more on the reports she found on the satellite. Maja's Dark Spectrobes were awakened from Fossils, just like normal Spectrobes. You can find these Fossils on a planet named Darkmos. You now realize that to defeat Dark Spectrobes, you should pit them against other Dark Spectrobes.

GO TO DARKMOS

Enter the Navigation menu and select the new Planet that's highlighted already. Touch Darkmos, then Area 1



LOOK FOR DARK SPECTROBE FOSSILS

LANDING POINT

Vortexes on this planet will be dark, so keep a mixture of Evolved Spectrobes in your lineup. Exit the ship into the murky environment that is Darkmos. From the Landing Point [1], head south to West Dark Swamp [2]

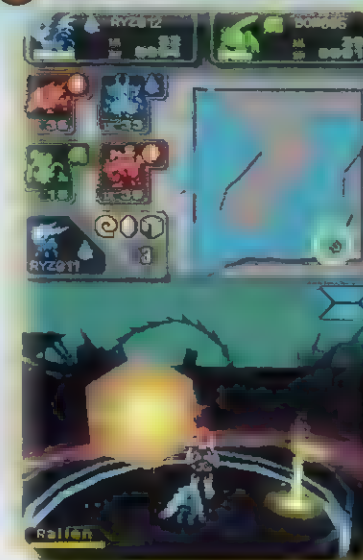


WEST DARK SWAMP



Small and large Dark Vortexes appear in West Dark Swamp. To start excavating Dark Fossils you must fight and clear the area. Inside the vortexes, you'll find Swatwigs with 1310 HP, and Grisbons with 1320 HP. They are of the Flash property. You may also encounter Grishells, which are of the Corona property. These Krawl appear in groups of their type, so you won't find mixtures of these in one vortex

SECRET DOOR



Don't miss the secret room in West Dark Swamp! Check our map for the location. Use a Flash Child Spectrobe to break the seal and gain entry. Inside you'll find Mystery Stones and other rare Minerals, like Dark A+

SWAMP EXCAVATION

The surface of this planet is like no other. You'll have to use a different tactic for unearthing items. First, use a Vacuum to remove the sludge around the item. Use your scanner to reveal the outlines so you know how far to go with sludge removal. The sludge does slowly return, so make sure to thoroughly remove all of it in a large radius around the item to give yourself enough time to drill the object out. You might consider buying and using the Blast tool, as this kind of excavation is very meticulous and frustrating. Blasting will remove the item

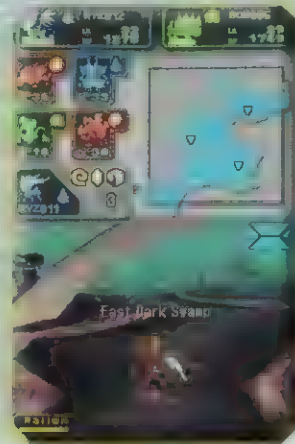


WITHERED TREE AREA

There's an eerie absence of Krawl Vortexes in the Withered Tree Area [3]. Head to the "Crystal" on our map to discover the glimmering spot on the swampy floor of the Withered Tree Area. Once approached, the Crystal is added to your inventory without excavation. Rallen deduces that since the stolen Crystal is here, the Spectrobes stolen from the lab must be, as well. Use our excavation maps to find the prime digging spots and where you are most likely to find Fossils.



CENTRAL DARK SWAMP



Central Dark Swamp (4) is swarming with small and large Dark Vortexes. Destroy the enemy so you can excavate or dodge them and continue to East Dark Swamp (5).

EAST DARK SWAMP

The Dark Vortexes in the East Dark Swamp (5) contain Grishell with 700 HP and Pentix with 900 HP. These are Corona property Krawl. They attack together in a group of four enemies per wave. They do contact damage, so use a Spectrobe with long reach or use long-range attacks. And, of course, Flash would be very strong against these enemies. There are also vortexes with a mixture of Corona and Flash Krawl. In these, expect to find Corona Grishell with 700 HP and Swatwigs with 1310 HP. You could also battle a wave of Corona property Krawl. Pentix and Cree with 900 HP each. Clear the area so you can excavate for Dark Spectrobe Fossils.

SECRET DOOR

Use our map to find the East Dark Swamp Secret Room. This is an Aurora-protected lock. Use a Corona Child Spectrobe to gain entry into the Secret Room where you can find rare Minerals and Mystery Stones.

DARK SWAMP DEPTHS

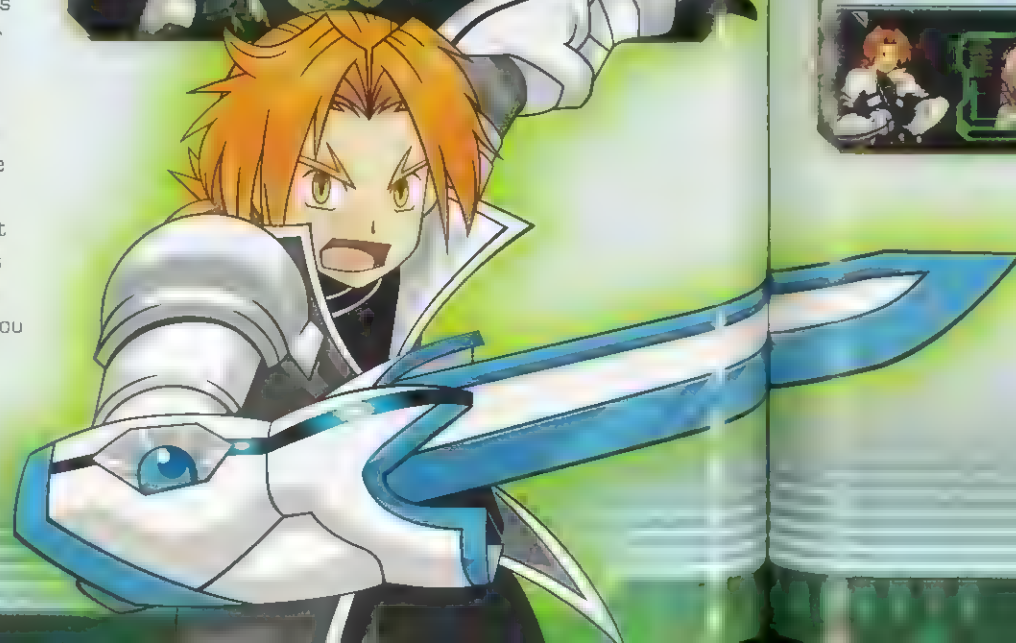


You bump into Maja again in the Dark Swamp Depths (6), but a barrier prevents you from approaching her and she claims only Dark Spectrobes can break it. Confident that you cannot pass, she admits that she is about to send a Krawl swarm to Kollin. You must fill the Main and Sub slots in your Prizmod with two Dark Spectrobes before you attempt to stop her.

Excavate Darkmos for Dark Spectrobe Fossils if you have not yet found any. If you have, Awaken and feed them Dark Minerals. You should easily find a Dark Musakabu Spectrobe and a Dark Pahacha Spectrobe. These will do nicely. Place them together in a green Aurora or blue Flash-type environment and feed them Dark Minerals. Battle with them around Darkmos to level them up and try to get them to the Evolve Form. They should be around level 37 each. Return to the Maja at the Dark Swamp Depths.



I have to fill the Main and Sub slots in my Prizmod with 2 Dark Spectrobes before I battle her.

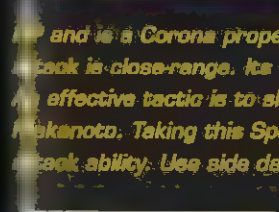


MAJA'S DARK SPECTROBES

Boss HP	2400 (Combined)
Suggested Dark Spectrobes	Level 39 Pahacha & Level 37 Mekanoto
Unlockables	DEF Seed & Super Potion



You must have two Dark Spectrobes in your Battle slots to initiate this fight in the Dark Swamp Depths. You can find Dark Spectrobes and the Dark Minerals to feed them here on Darkmos. Spend time feeding them Dark Minerals and performing battles around Darkmos before taking them to the boss battle. Try to get them up to around Level 37 to make this battle manageable.

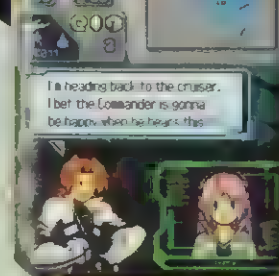


Maja pits you against two of her Dark Spectrobes: Pinska and Mekanoto. The Pinska has 1200 HP and is an Aurora property Dark Spectrobe. It is long-range attacker. The Mekanoto also has 1200

HP and is a Corona property Dark Spectrobe. The Mekanoto's primary attack is close-range. Its charged attack has a long-range projectile. An effective tactic is to shoot the enemy Mekanoto using your own Mekanoto. Taking this Spectrobe out first will stop their long-range attack ability. Use side dashes to avoid projectile attacks. A CH Group

Attack can do around 900 HP in damage. Use the CH attack as soon as possible.

With all your concentration of Mekanoto vs. Mekanoto, the Pinska will likely be defeated by your AI-controlled Pahacha and the combined efforts during a group CH Attack.



After the battle, Maja flees in a huff. You defeated her this time and Rallen feels extremely exhilarated. You report the good news to Jeena.

RETURN TO THE PATROL CRUISER AND REPORT BACK TO COMMANDER GRANT

Continue excavating on your way back to the Landing Point (1). Once in contact with Commander Grant, you boast that you recovered the stolen Fossils and Crystals and defeated Maja. Commander Grant congratulates you and allows you some R&R on Kollin. Professor Kate contacts you immediately afterward. She exclaims that the High Krawl have destroyed the Tower on Ziba. The Commander breaks back in and orders you to Ziba.

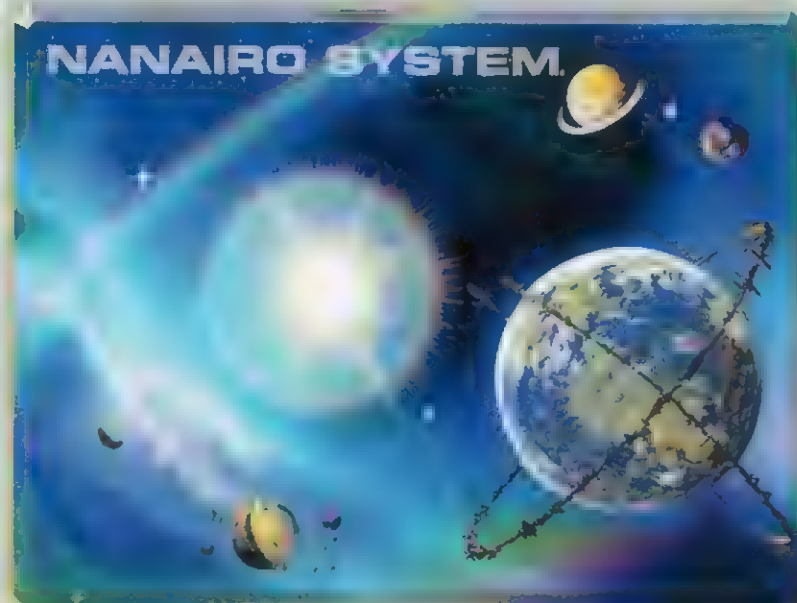


CHAPTER 4

TALK TO PROFESSOR KATE ON ZIBA

COCKPIT

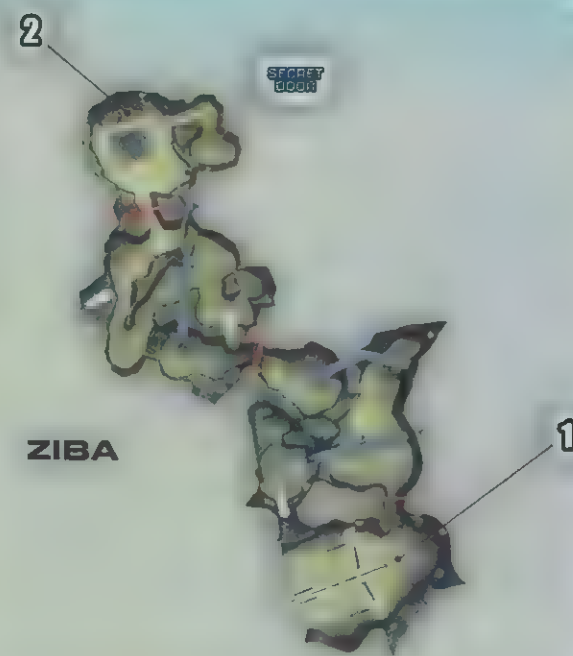
You are currently in the Kagero System. Portal 2 is already highlighted when you enter the Navigation menu when leaving Darkmos. Touch Area 1 inside Portal 2. This takes you to the Portal Mini-Game. Play it or "Warp" out of it. This takes you back to the Nanairo System. Ziba is highlighted when you arrive. Touch Ziba, then touch Area 1 to land.



CHAPTER 4

EAST STONE QUARRY RUINS

The Flash Krawl Vortexes in this area [2] contain Psyzepe with 1500 HP. These jumpy creatures shoot medium-range pink ring projectiles. Run behind them with a quick Spectrobe and hit them until you charge the CH gauge, then let them have it with a group CH Attack. That should all but finish them off. You will also encounter Gearach with 1900 HP. This creature has a short-range attack that reaches further than most. A hammer swings from the top of its body outward and slams just in front of it. When it connects, it does about 119 HP damage. Clear the area and excavate.



LANDING POINT



Ziba is the fifth planet in the Nanairo System. It was torn in two by the magnetic fields of its two moons: Aoboshi and Akaboshi. Once you touch down, equip various Spectrobes to your lineup. You'll first encounter Krawl Vortexes with Flash properties. Exit the Cruiser and step into the Landing Point [1]. Head to the East Stone Quarry Ruins [2] through the passage to the north.

WEST STONE QUARRY RUINS

The West Stone Quarry Ruins [3] is infested with Aurora Krawl Vortexes. In these, you'll find many Bagrach with 1300 HP. They look like hermit crabs and attack with a noxious green gas. This is a short-range attack. If you have long-range Corona Spectrobe attacks, use them. Once again, clear the area and excavate.



TOWER, ZIBA

The Tower area (4) is devoid of enemy vortexes. As you enter, veer to the right and scan the wall indicated on our map for the Flash Secret Door.



SECRET DOOR



Use an Aurora Child Spectrobe to break through the Flash-sealed secret door in the Tower, Ziba area. Inside, you'll find Mystery Stones and rare Minerals like Flashium S and A+.



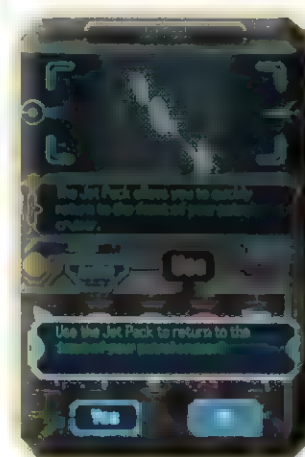
Continue down the ramp in the middle of the Tower area to find Professor Kate (5). She's okay, but the Tower has been destroyed. She tells you that the High Krawl, Gronos, appeared and actually devoured the Tower components. It's literally inside of him! She wants you to retrieve some of these components from the last Tower in Nanairo so she can continue her research. Gronos is on either one of Ziba's moons. Each moon has a location called Lightning Valley and all the Krawl there are strong and carry the same property as the zone they're in.

Before you leave, Professor Kate gives you the **Jet Pack**. This allows you to fly directly back to the Patrol Cruiser from any outside location. Now you no longer need to traipse back through dangerous areas. The downside is you miss out on leveling up opportunities by skipping possible Vortex and Krawl Dust battles.



FIND GRONOS AND RETRIEVE THE TOWER FRAGMENT

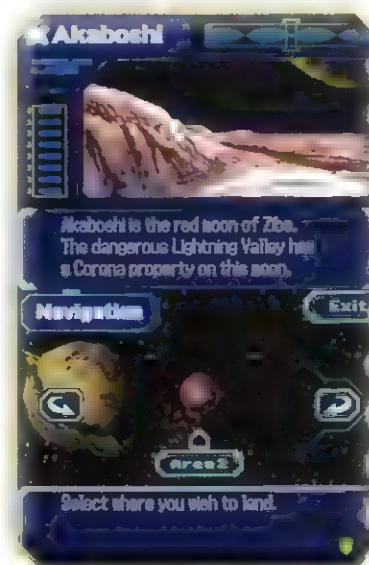
JET PACK BACK



To use your Jet Pack, enter the Prizmod, select Case, and the Jet Pack appears as a new item in the first Items slot. Drag and drop it to the Use slot. Touch "Yes" to use the Jet Pack to return to the front of your Patrol Cruiser. It's that simple.

LANDING POINT: COCKPIT

Take the navigation controls in the Cockpit. Ziba is highlighted. Touch the planet to enter the Area menu. Area 2 appears first. This takes you to Akaboshi—the red moon of Ziba with Corona properties. Area 3 (to the left) is Aoboshi—Ziba's blue moon. This moon has Flash properties.



CHOOSING A MOON

It doesn't matter which moon you choose to travel to first, Gronos is going to jump from one moon to the other when confronted. We chose to go to Akaboshi first, so that's how the strategy is presented in this the guide.

AKABOSHI: THE RED MOON



LANDING POINT



Place strong Aurora Spectrobes in your Battle slots and Flash and Corona in the reserves, then leave the ship. In the Landing Point (1), head northeast through the passage to reach Corona Zone, L. Valley South (2).

CORONA ZONE, L. VALLEY SOUTH

Flash Vortexes appear in the Corona Zone, L. Valley South (2). You were expecting Corona Vortexes? Inside the vortexes, you'll face Psyzepl with around 1500 HP and Gearach with 1900 HP. Clear the area and excavate or avoid them and head to the next area (3).



CORONA ZONE, L. VALLEY NORTH

Much of the same happens in the Valley North (3) area as you found in Valley South (2). Defeat the vortexes and excavate and/or rush through to the last area, Valley Depths (4). Find the passageway in the northwest.



VALLEY DEPTHS, AKABOSHI

Follow the red blip on your top screen map to reach Gronos (4). When you meet him, he's happy to announce that you're too late and that he's already gobbled up the moon's magnetic field. Rubbing it in, he mentions it was dessert, as the main course was the Ziba's Tower.

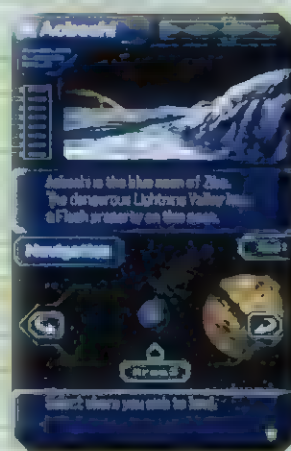
He explains the whole Tower thing. Each planetary Tower is like a key to a portal, linking two points in space. The main component being the Dimensional Coils that he consumed, keeping this for the Krawl. With that, he disappears. He is now on the other moon. Jet Pack back to the Cruiser (1).



PURSUE GRONOS AND RETRIEVE THE TOWER FRAGMENT

COCKPIT

From the Navigation menu, select Ziba and then Area 3. If you went to the other moon first, then choose Area 2 to go to the second moon to catch Gronos. Again, he will jump from the first moon you visit, to the second. So it doesn't matter which order you do this; you cannot skip a step and go directly to him the first time.



AOBOSHI

AOBOSHI

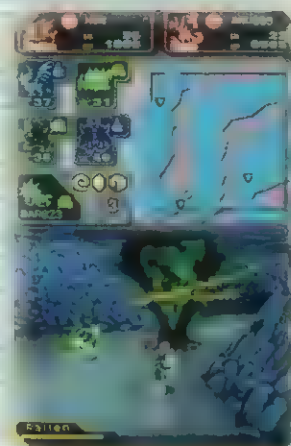


LANDING POINT

Equip a Flash Child Spectrobe before leaving the ship. From the Landing Point (1), head northeast out of the ship to reach Flash Zone, L. Valley South (2).

FLASH ZONE, L. VALLEY SOUTH

This moon is infested with Aurora Krawl. Have your Corona Spectrobes step up into Battle slots. Fight the Krawl or just avoid them and run to the next area



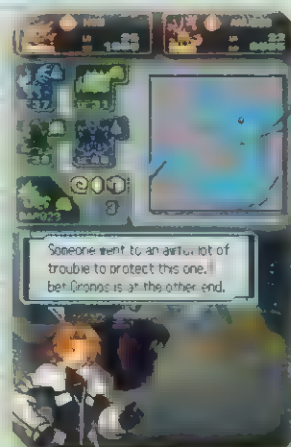
FLASH ZONE, L. VALLEY NORTH

The North Valley (3) could have a mixture of Corona and Aurora Krawl. So make sure to switch Spectrobes before rushing into battle. It's wise to fight as often as you can since you're now approaching the tougher High Krawl bosses. Check our **Excavation Maps** for the unique items you can dig up on the moons



DEEP VALLEY, AOBOSHI

Head to the northernmost section of Deep Valley, following the red blip (4) on your top screen map. A Dark Vortex is found hovering adjacent to a very small portal. A battle ensues.



BLACK VORTEX PORTAL BATTLE

The first wave of the Black Vortex battle consists of a Gearach (Flash) with 1900 HP and a Bagrach (Aurora) with 1300 HP. The second wave of the battle features a Creebag (Corona) with 1350 HP and a Muteela (Aurora) with 1700 HP. The third and final wave of the battle pits you against a Creebag (Corona) with 1350 HP and another Muteela (Aurora) with 1700 HP. So, there are mostly Aurora Krawl, followed by Corona, and only one Flash. Equip a Corona Spectrobe with a Flash in the Sub position. Make sure they are high level (around level 35) or better yet, Evolve Forms. Use CH Group Attacks the moment you get a charged gauge.

FORCE FIELD

What remains after the Black Vortex battle is a force field around the small Portal. Approach and scan it with your Flash Child Spectrobe. The force field is protected by a Corona seal. Press the A Button while scanning to break the seal. Place high level or Evolve Form Corona Spectrobes in your Battle Main and Support slots. The boss is of the Aurora property. Enter the now unprotected portal (4).

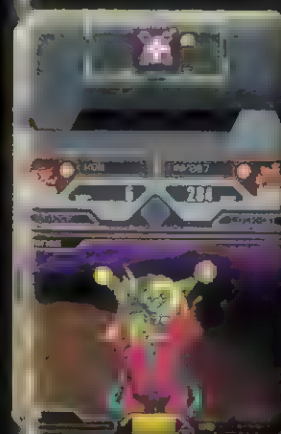


GRONOS

Boss HP	6800
Suggested Corona Spectrobes	LVL 37 Komadoros (Main) & LVL 30 Inkaflare (Sub)
Unlockables	ATK Seed & Super Potion

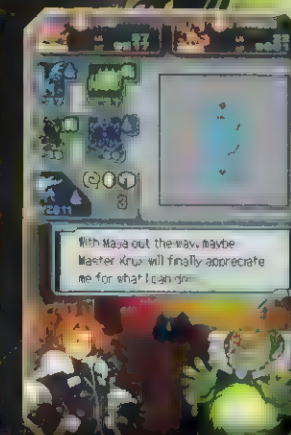
The portal takes you to the inner core of Ziba where you find Gronos sucking up the magnetic energy that will give him the power to destroy the planet.

Gronos also has a vacuum attack that sucks you toward him and does a great deal of damage. This is Gronos's most devastating attack. Gronos is an Aurora property High Krawl. Make sure to have powerful Corona Spectrobes set to both Battle slots. We suggest a level 37 Komadoro and at least a level 30 Inkaflare. Gronos moves about the battlefield quickly. Before attacking, he twirls and glows green, then shoots a mid-range laser. Attack him at close-range with the Komadoros, which deals about 145 per hit in a combo.



Keep moving to stay behind the boss and avoid the laser attack. When he begins to bounce, back up to dodge the ground pounding radius attack. Your combined CH Attack can cost the boss up to 632 HP!

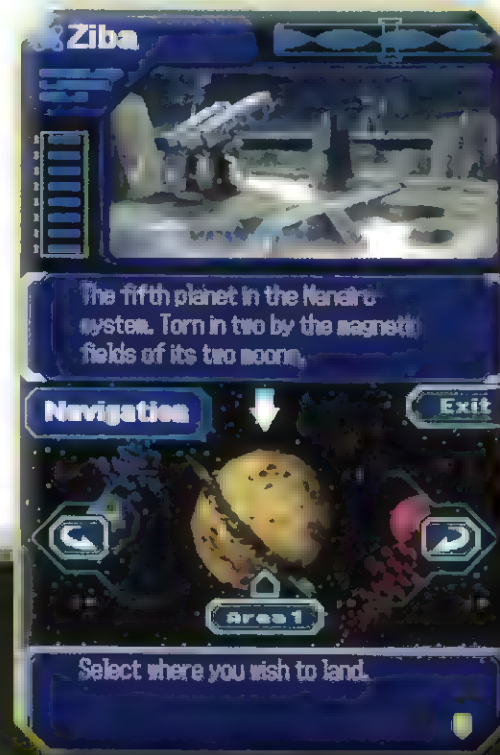
After the battle is won, everything Gronos swallowed begins to come out of his lifeless shell. You obtain the fragment of the Ziba Tower and Akous's gold Prismrod. As Ralien leaves to take the fragment to Professor Kate on Ziba, the mysterious dark figure appears once again. It ingests Gronos's powers. Unknowingly with your help, it is quickly becoming the most powerful force in the universe. Jet Pack back to the Patrol Cruiser.



BRING THE TOWER FRAGMENT TO PROFESSOR KATE

LANDING POINT

Return to Ziba, Area 1. Equip an Evolved Form Spectrobe from every property to your lineup and make sure you have at least two Spectrobes of each property with you. Leave the ship **(1)** and trek through Ziba to Professor Kate **(2)**. Try not to avoid battles with vortexes; you need to level up—you're getting close to the final bosses.



TOWER, ZIBA

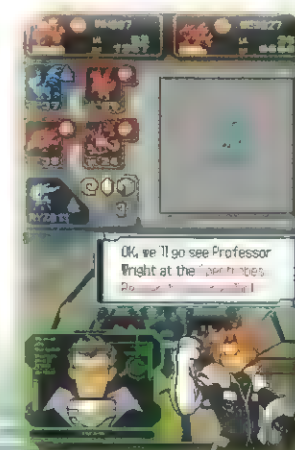


When you reach the lovely Professor Kate **(2)** near the destroyed Ziba Tower, you proudly announce that you have recovered a piece of the Tower. She's glad to see that the Dimensional Coil is intact and explains it's the key component for controlling the Tower. Kate is going to return to the Service Bay for more studies on the Towers Jet Pack back to the Patrol Cruiser **(1)**.

RETURN TO THE CRUISER AND REPORT TO COMMANDER GRANT

LANDING POINT: COCKPIT

Approach the console to contact Commander Grant. News travels fast. Grant has already heard of your success from Professor Kate. You show Commander Grant the broken Prizmod and hope for the best for Aldous. Grant wants you to return to Kollin and show the Prizmod to Professor Wright.

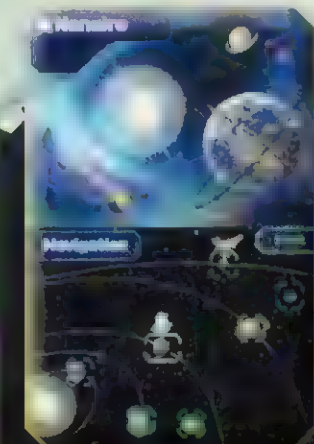
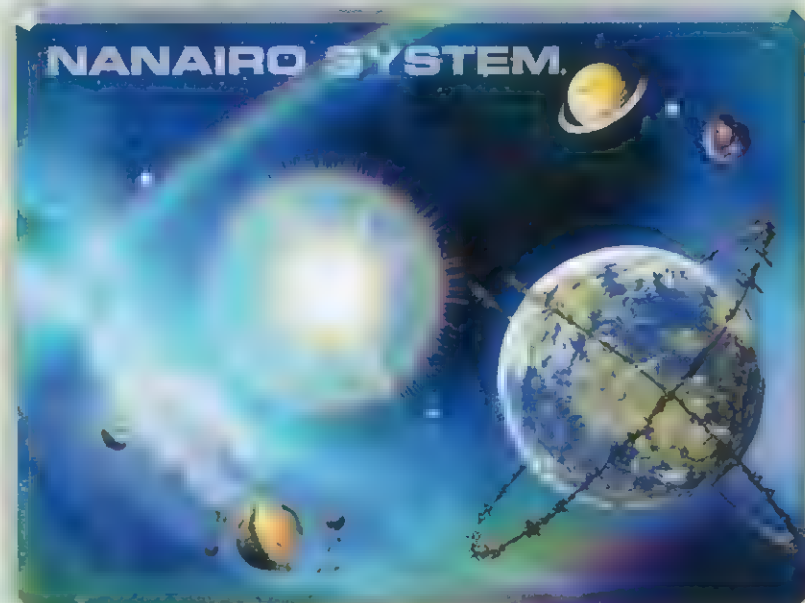


CHAPTER 5

DELIVER ALDOUS'S PRIZMOD TO PROFESSOR WRIGHT

LANDING POINT

From the Landing Point **[1]**, enter the Lobby HQ 1F **[2]** and continue through the next doorway across the hall to the west **[3]**. Turn right and take the elevator **[4]** up to the next floor. On the Tactical Floor **[5]**, enter the leftmost doorway to access the Technical Room HQ 2F **[6]**



CHAPTER 5



RETURN TO THE PATROL CRUISER

LANDING POINT

Return to the Patrol Cruiser **[1]** and approach the Cockpit Console. Jeena connects you to Professor Kate on the radio. She has news on the Dimensional Coil... it's broken. Her research has hit a dead end. She needs another Dimensional Coil. You remember seeing something that looked like one here on Kollin in the Museum. From the Cockpit, you contact Webster at the Museum. Kate and Jeena plead for the Museum's coil. The girls' charm secures the item; now you just have to go pick it up. Head to the Museum **[7]**.



TECHNICAL ROOM HQ 2F

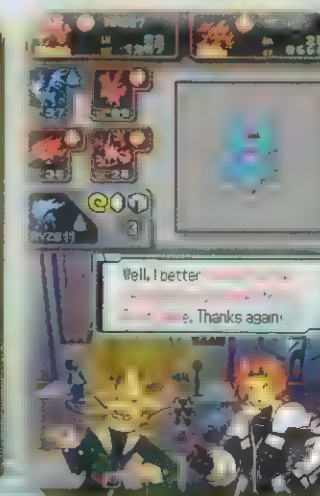
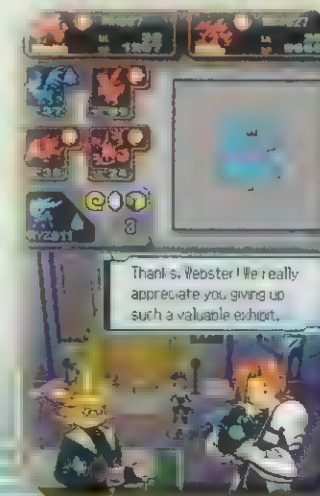
In the Technical Room, Rallen hands over Aldous's broken Prizmod to Professor Wright. You ask him to examine the Prizmod to see if he can find any clues to Aldous's whereabouts



GET ANOTHER DIMENSIONAL COIL AT THE MUSEUM

MUSEUM

Head from the Landing Point **[1]** to the Museum **[7]**. Go all the way to the back and talk to Webster. After realizing what dire straits Nanairo is in, he hands over the Dimensional Coil. Now you must leave Kollin and head to the Service Bay to give the coil to Kate

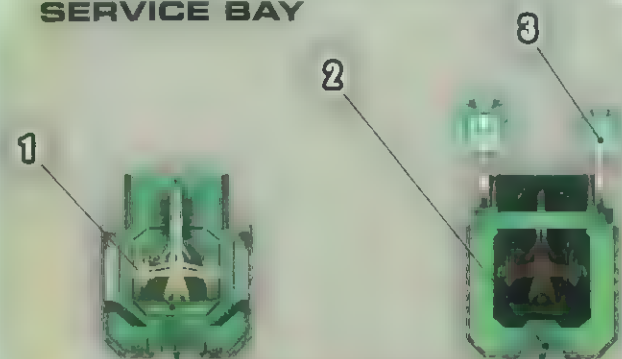


DELIVER THE DIMENSIONAL COIL TO PROFESSOR KATE

LANDING POINT: COCKPIT

Access the Navigation menu and touch Kollin, then swing around to Area 2. This is the Service Bay, where you'll find Professor Kate.

SERVICE BAY



PROFESSOR KATE'S LAB

From the Main Port, head to the right, behind the ship parts counter, and enter the door in the back-right corner. This takes you to Professor Kate's Lab [3] You hand over the Dimensional Coil from the Museum. Kate says it will take some time to repair the broken coil, which gives you an opportunity to stock up on items and gear on Kollin if you wish.



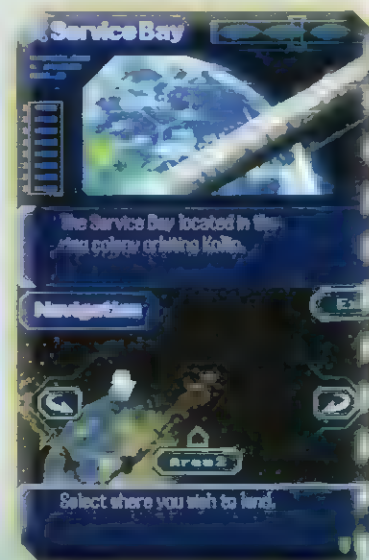
STOCK UP AND STAND BY

LANDING POINT

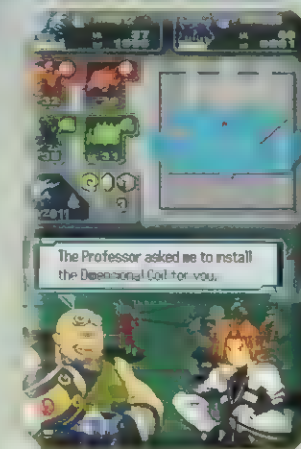


Work on Spectrobe feeding and purchase any weapons or items that you can get here on Kollin—it's cheaper than using the Cyrus Express Machine onboard. Approach the Cockpit Console when you're ready. Afterward, Professor Wright contacts you. He's recovered data from Aldous's Prizmod. Aldous's last known location before the Prizmod broke was in the Hakaba Star System.

Professor Kate breaks in and announces that she has finished repairing the Dimensional Coil. Wright sends Kate the coordinates so she can program them in. Professor Kate asks you to return to the Service Bay.



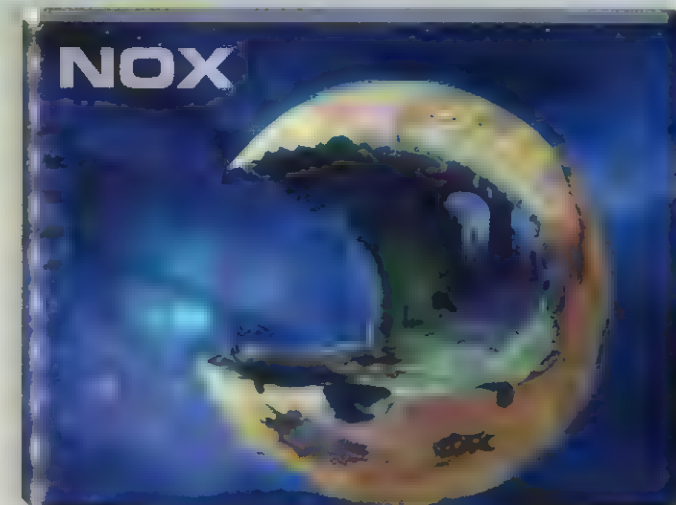
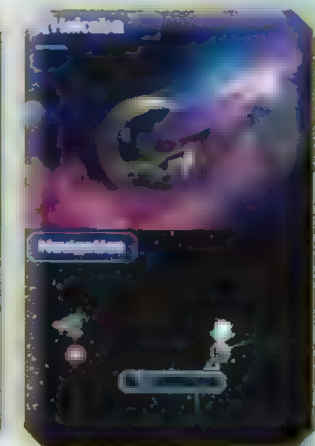
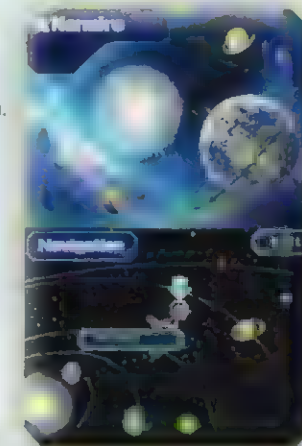
INSTALL THE DIMENSIONAL COIL ON YOUR CRUISER



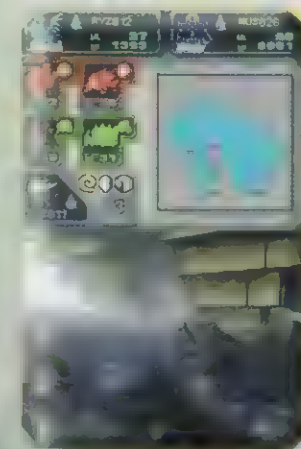
Head back to Kollin, Area 2, to land on the Service Bay. Kate and a team of technicians greet you as you step off the ship. The Dimensional Coil is equipped to your ship and the coordinates will take you directly to the new portal in the Nanairo System.

HEAD FOR THE HAKABA SYSTEM TO FIND ALDOUS

When you access the Navigation menu again, the new portal appears near Kollin and is already highlighted. Touch Portal 3, Area 1, to travel to the Hakaba star system. Play or Warp out of the Portal Mini-Game. The new planet is highlighted. Touch Nox, Area 1, to land on Nox.



INVESTIGATE DISTRESS SIGNAL



The center of the dead planet, Nox, is hollowed out. Looks like the work of the Krawl. Before you land on Nox, you receive a distress signal from the planet. It's from the Ancient Starship that Aldous was on before he disappeared. The signal is coming from the hollowed out section of the planet.



LANDING POINT



Set various Evolved Form Spectrobes to your Battle slots and lineup. You encounter Aurora Vortexes first, so place Corona Spectrobes in the Main and Sub Battle slots. Follow the south passage out of the Landing Point (1) to West Xelles Forest (2).

WEST XELLES FOREST

Clear the West Xelles Forest (2) of Aurora Vortexes. Inside these vortexes, expect to fight Virpillar in groups of four with 700 HP each. You could also fight Bagrax (Aurora) with 2160 HP each. Excavate and move on or, if you're confident of your Spectrobe levels, avoid battles and exit the area through the east passage to reach East Xelles Forest (3).



EAST XELLES FOREST



The East Xelles Forest is also teeming with small and large Aurora Vortexes. Expect groups of four Virpillar with 700 HP each. Battle, then excavate and move through the area, exiting via the east passage to reach the South Lava Zone (4).

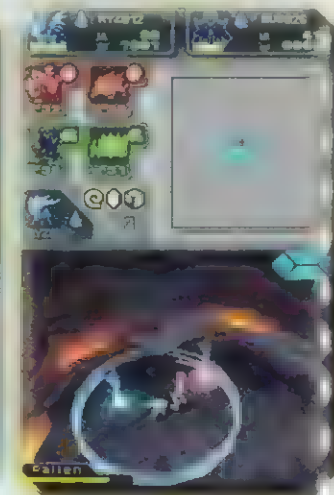
SOUTH LAVA ZONE

You'll encounter Corona Krawl Vortexes in the South Lava Zone (4). You might face groups of two Volzepe with 1690 HP each. Make sure to equip two Evolved Form Flash Spectrobes in your battle Main and Sub Battle slots before confronting these foes. Expect to battle Molrach with 650 HP. Excavating the lava areas of Nox requires the Water tool to clear the lava before you drill. The lava will return, similar to swamp and ice excavation.



SECRET DOOR

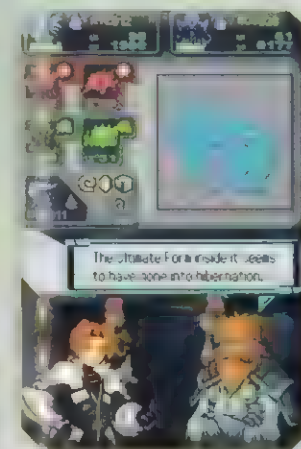
Use our map to locate the Corona-sealed Secret Door in the South Lava Zone. Use a Flash Child Spectrobe to gain entry into the Secret Door. Inside, you'll find high occurrences of Mystery Stones and rare Minerals useful to the Fossils you find in this world.



NORTH LAVA ZONE

The North Lava Zone (5) is infested with Corona Vortexes, both large and small. Expect to battle Volzepe with 1690 HP each and Volnoot with 1380 HP. The north and south lava zones are packed full of excavation points, so make sure to check our **Excavation Maps** for locations and item occurrence probabilities. Head through the north passage to reach the South Crash Site (6).

SOUTH CRASH SITE



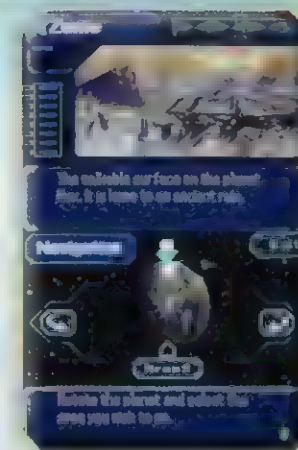
RETURN TO THE PATROL CRUISER AND MEET WITH JEENA

LANDING POINT: COCKPIT

Aldous stayed busy while in captivity. He discovered Nox was destroyed by the Krawl a long time ago. The ancient civilization had been battling Krawl for some time. The key to their long survival was something called Dynalium. He believes that this still exists on the planet somewhere and feels the Ruins are a good place to begin searching.

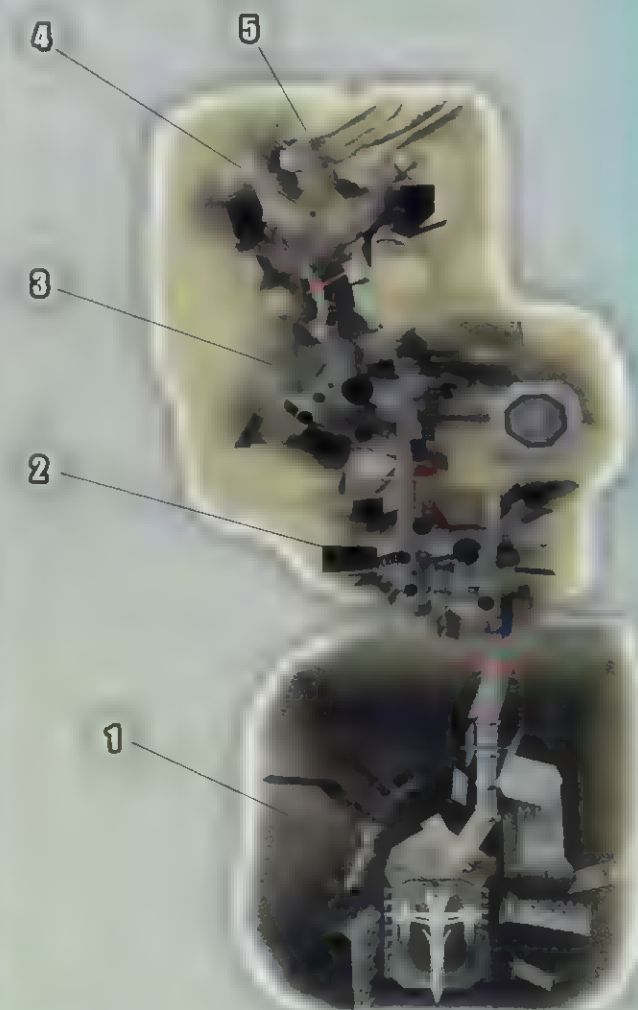


CHAPTER 5



On the Navigation menu, touch Nox, then touch Area 2. This is Nox City in Zone, the walkable surface on the planet Nox. It is home to an ancient ruin.

NOX CITY





SEARCH FOR CLUES ABOUT THE DYNALIUM

CITY LANDING POINT

Equip strong or Evolved Form Spectrobes to your lineup. The first encounter with the Krawl will pit you against Flash Vortexes, but you'll also find small Black Vortexes (mystery enemy properties) mixed in with them. Place Aurora Spectrobes in your Battle slots and try to avoid the small vortexes until the larger ones are clear. Then place a mixture of Spectrobe properties in the Main and Sub Battle slots to battle the small Dark Vortexes. From the Landing Point (1), head northeast down the pathway to reach South Ruined City (2).



SOUTH RUINED CITY

When you arrive in South Ruined City, you run into the aforementioned Flash Vortexes and small Black Vortexes. If you think you'll encounter the Small Vortexes first, place a mixture of properties in your Battle slots. Otherwise, keep the Aurora Spectrobes in battle positions. There's a high probability that you will run into Flash Virmosh Krawl with 980 HP in the Black Vortexes, so your Aurora Spectrobe set-up will work fine with any battle in this area. Head through the northwest pathway to reach the North Ruined City (3).



NORTH RUINED CITY

You run into the same type of Krawl and terrain in North Ruined City (3) as you did in the South Ruined City. Here you are likely to run into Pentorg (Flash) with 840 HP. Head north through the passageway to reach Entrance, Underground Ruins (4).

ENTRANCE, UNDERGROUND RUINS

Battle the Flash Vortexes in the Entrance, Underground Ruins (4). Head north into the cave entrance (5) to access the South Underground Ruins (6).



EXPLORE THE UNDERGROUND RUINS

SOUTH UNDERGROUND RUINS

The South Underground Ruins (6) is devoid of enemies, but houses a great feature. As you enter the ruins, head to the right side of the room and you'll find the Badge Machine, which contains three Badges that aren't available anywhere else: **Anuberos**, **Anubos**, and **Anubi**. Purchase these, then head to the middle north doorway to open another one of those obelisks (7) that Jeena has to help you with.



UNDERGROUND RUINS



CHECK THE NEARBY DEVICES FOR A WAY THROUGH

JEENA: OBELISK PROPERTY PUZZLE

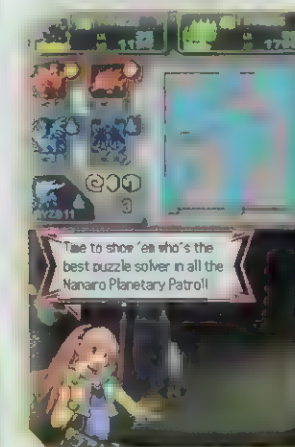
While facing the obelisk (7), press the Y Button to switch to Jeena so she can use her scanner on it. The obelisk transmits a message when she does this: "He who would battle the Krawl. Know that our last hope, the Dynalium, lies beyond. May it pass into the hand of he who is brave and true."



This puzzle is similar to the one you faced in the Space Ruins. There are three property icons that must be manipulated to all the same color. We suggest you touch the top-right icon until the other two are the same color, then touch the leftmost icon until you have a full match of three colors. Do **not** touch the middle icon. When successful, the door behind the obelisk unlocks and grants you access to the North Underground Ruins (8).

NORTH UNDERGROUND RUINS

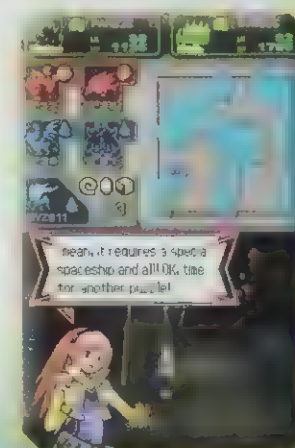
Enter the North Underground Ruins (8) and head to the southwest side of the room to find another obelisk property puzzle (9). This one is similar to the others, but has five property icons instead of three. The concept is the same: changing one icon changes all icons that it touches. Before you do anything, follow these four steps to complete the puzzle: Touch the middle icon once; touch the leftmost icon once; touch the middle icon once; touch the leftmost icon once to complete the puzzle.



BACKTRACK

Head back through the middle doorway to the south (8) and re-enter South Underground Ruins. Enter the northwest passage (10) to access the North Underground Ruins on a ledge that you couldn't reach before. Approach the obelisk puzzle (11).

This puzzle is also a five icon property type. To solve it, touch the middle icon twice and then the leftmost icon once. This makes all icons the same color.



DEFEAT THE KRAWL BETWEEN YOU AND THE DYNALIUM

Solving this puzzle causes the Krawl to appear in the ruins. You automatically switch back to Rallen at this point and Black Vortexes appear. Inside, you mostly find Flash and Aurora Krawl mixed in



each battle. Head out of the North Underground Ruins (11) and back into the South Ruins (10). If you battle the vortexes in the South Ruins, expect to see Pentorg (Flash) with 840 HP mixed with Grisen (Aurora) with 600 HP in the same attack wave. Re-enter the North Underground Ruins through the northeast passage (12)

The easternmost passageway (13) through North Underground Ruins is enemy-free. Continue north through the next doorway to reach the Terrace, Underground Ruins (14).



TERRACE, UNDERGROUND RUINS

Rallen discovers a Xelles, which is strange since they are only known to exist on the very edge of the Nanairo system. Just before you try to exterminate it, Maja appears (15) to try to stop you. This is it. The final bout between you and Maja.



INSPECT THE SHINING OBJECT



After defeating Maja, you notice something shining at the base of Xelles. You automatically pick it up and call Jeena to identify this mysterious device. She scans it and discovers it's the Dynalium!

RETURN TO THE CRUISER

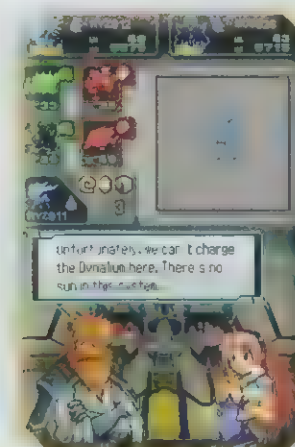
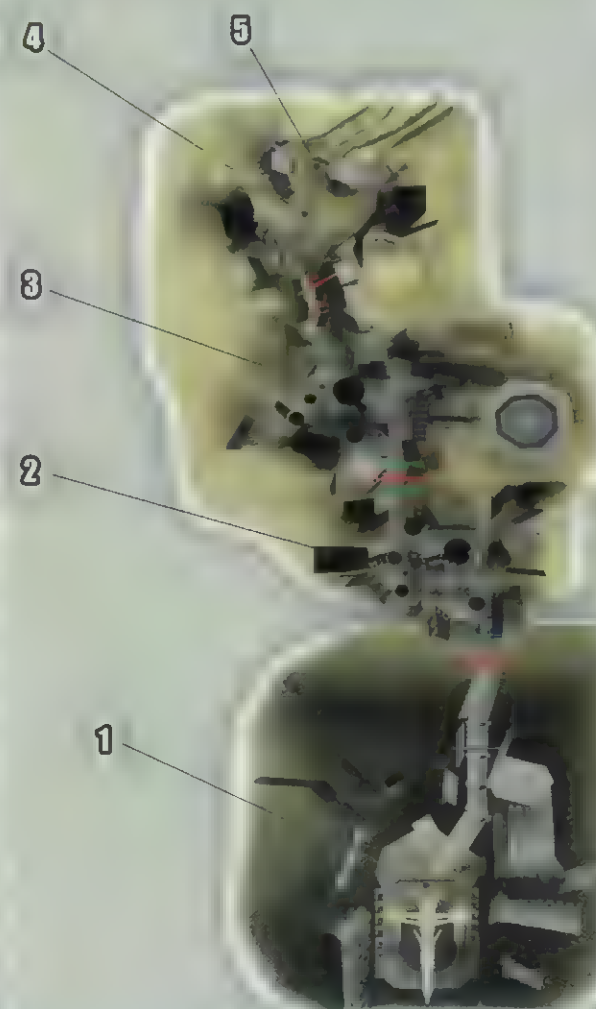
Exit the Ruins to the Entrance, Underground Ruins (4). Now that you're outside, you can use your Jet Pack to return quickly to the Patrol Cruiser (1)

LANDING POINT: COCKPIT

Approach the Control Console in the Cockpit to speak with Aldous. Your discovery seems to indicate that the people from this planet were of the same race as Aldous's home planet, Giorna. Which means they escaped this planet to Giorna in vain; the Krawl destroyed Giorna, as well.



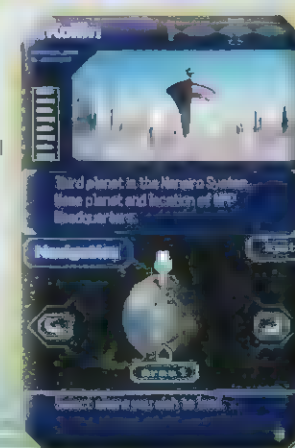
NOX CITY



Aldous says the radar system in his capsule can be used to track down Krux. The capsule was delivered to your Cruiser's Cargo Room. The data from the radar is input into Jeena's navigation system and a planet with a dark force field is discovered. You must use the Dynalium's sun-powered energy beam to destroy the dark force field and land on the mysterious planet.

GET THE COMMANDER'S HELP TO PENETRATE THE DARK FORCE FIELD

The Dynalium needs sunlight to charge, so you must return to Kollin and the Nanairo System to charge the weapon. When you access the Navigation menu, Portal 3 is already selected. Touch it and then touch Area 1 to return to the Nanairo System. Kollin is already selected when you arrive. Touch Kollin and then Area 1 to land on Kollin.



M A J A

Boss HP	7000
Xelles HP	4500
Suggested Spectrobes	Dark Spectrobes or Highest Level Evolved Forms
Unlockables	Input Cards From Original Spectrobes!



This battle is against Xelles and Maja. Xelles is planted in the middle of the battlefield and is defenseless. Maja, on the other hand, moves about the battlefield swinging her large tentacle-like appendage, which has a mid-range reach and does about 100 HP damage when it makes contact. She also has a large ground pounding attack that is avoidable if you get out of the way when she begins to spin just before executing the attack—it does around 344 HP in damage, so you don't want to get hit by that one!

The bosses have no particular property weakness; they are Dark Krawl. Use Dark Spectrobes or powerful Evolved Form Spectrobes for this battle. Check the Game Basics chapter of this guide for great Spectrobe teaming combinations if you're having difficulty.

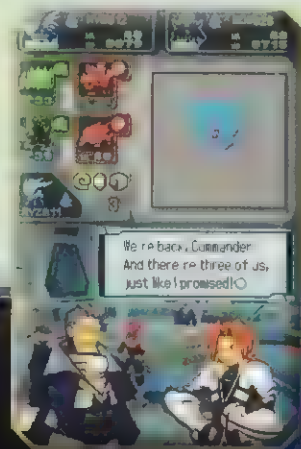
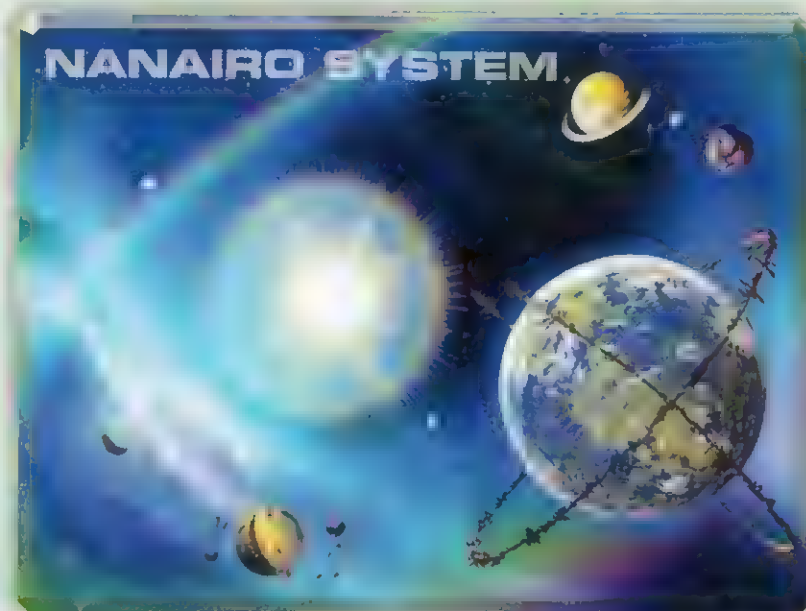


The best tactic is to concentrate on Maja since Xelles does not attack. Keep hitting her with your most powerful attack until the CH gauge is full, then use Group CH Attack. A few rounds of this will take out both Maja and Xelles.

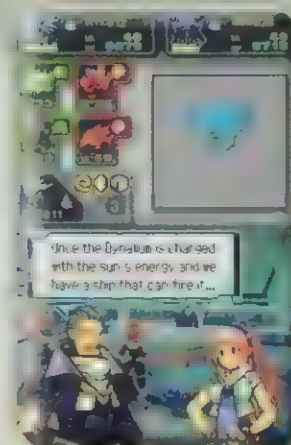
CHAPTER 6

SPACEPORT, KOLLIN

When you touch down on Kollin, leave the Spaceport (1) and head into the Lobby. Take the north elevator (2) to the Technical Floor HQ 2F (3) and enter the Commander's office (4) through the middle door.



KOLLIN



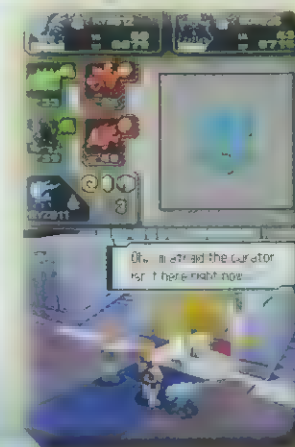
COMMAND ROOM, HQ 2F

Talk to Commander Grant behind his large desk. He allows Aldous to study with Webster, Professors Wright and Kate concerning the Dynalium. He also orders the upgrades to your ship to handle the energy produced by the Dynalium.

SEEK WEBSTER'S HELP AT THE KOLLIN MUSEUM

MUSEUM

Head back to the Lobby (2) and make your way to the Museum (5). The worker at the front says Webster is doing some fieldwork on Genshi. You and Aldous step outside, and Jeena calls with an update. Professor Wright has had a breakthrough and wants to meet at NPP Headquarters.



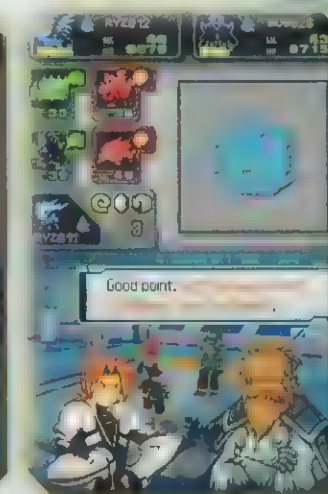
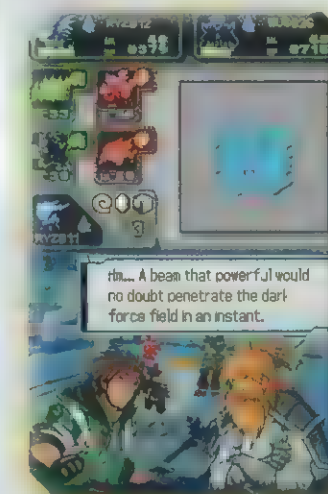
CHAPTER 6



VISIT PROFESSOR WRIGHT AT THE SPECTROBES RESEARCH LAB

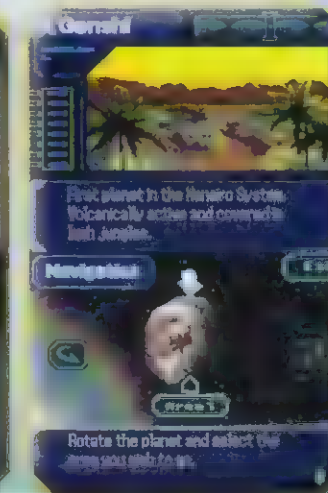
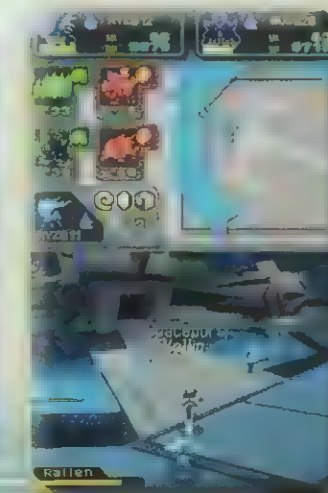
TECHNICAL ROOM, HQ 2F

From the museum (5), enter the Technical Room (6), which is the door to the left of Commander Grant's office. Wright has discovered that the Dynalium stores seven colors of light from the unique rays of the Nanairo System's sun. If you had seven Dynaliums holding each color ray, then the power of these weapons would be thousands times stronger than just one Dynalium. The problem is you have only one Dynalium. Seven are needed to break through the dark force field that keeps you from Krux.



STOCK UP AND MOVE OUT

Stock up on items and gear here on Kollin before leaving, then head to the Spaceport and board your ship. From the Navigation menu, Touch Genshi (closest planet to the sun in the Nanairo System). Touch Area 1 to land on Genshi.



GENSHI



SOUTH JUNGLE

You now find Dark Vortexes on Genshi. In the South Jungle (4) area, you can expect to find Aurora Blova with 300 HP inside the vortexes. Not much of a match for your high-level Spectrobes at this point. However, you could run into Aurora Greeps with 1960 HP apiece. These foes are not that tough either, but a bigger threat than the Blova. You could also be matched up against a mix of Flash Gazoot with 2390 HP and Aurora Greep at 1960 HP. Keep mixed property Spectrobes in your Battle slots.



FOSSIL RESEARCH LAB



Head from the Landing Point (1) to the Fossil Research Lab (2). A character (3) standing near the gate informs you that the curator went into the jungle. Enter the South Jungle (4).



CENTRAL JUNGLE

The Central Jungle (5) is also teeming with Dark Vortexes. Expect similar Krawl here to the ones you encountered in the South Jungle. If you head directly to the Tower you are told to go find Webster somewhere in the jungle (he appears in the North Jungle). If you first go to the North Jungle, he appears at the Tower. We suggest going to the Tower to find Webster to avoid backtracking. Enter the East

Jungle (6), which is devoid of enemies. Continue through the jungle, heading east into the Tower area

TOWER, GENSHI

Proceed to the destroyed Tower to find Webster (7), who is deciphering writings on the Tower. With Jeena's help, he finds the ingredients required to create Dyalium. Webster claims to have all the ingredients at the Museum, and you automatically travel back there.



KOLLIN



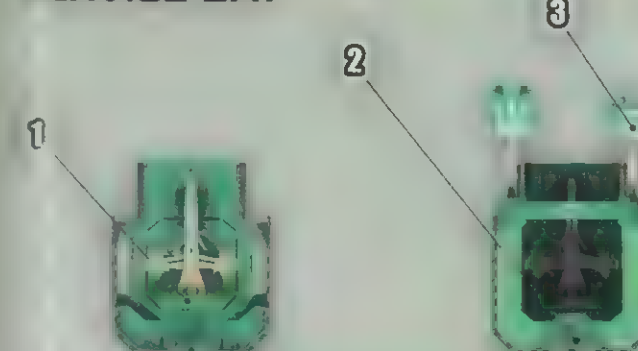
MUSEUM



Webster hands over the ingredients for the Dyalium at the museum. He feels confident that Professor Kate is the most qualified person to build the remaining six Dyalium Coils needed to destroy the dark force field.

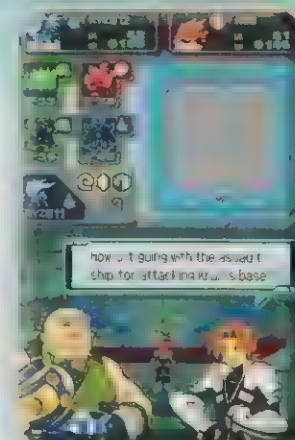
TAKE THE DYNALIUM MATERIALS TO PROFESSOR KATE

SERVICE BAY



CHAPTER 6

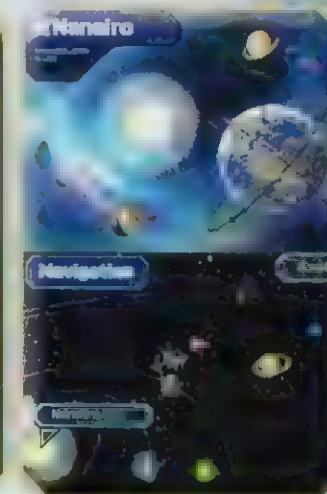
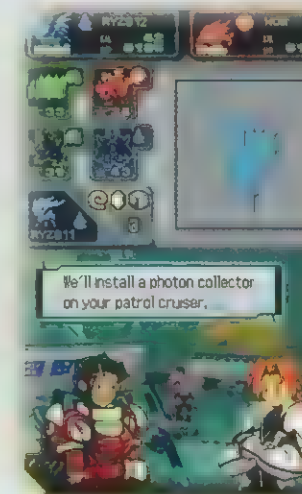
GENSHI/KOLLIN



Return to the Spaceport and fly to the Service Bay on Kollin's outer ring (Kollin Area 2). Continue forward through the Landing Point (1) and into the elevator to access the service desk (2). Hank (the mechanic) says the new assault ship will be ready soon. Enter Professor Kate's Lab (3).

PROFESSOR KATE'S LAB

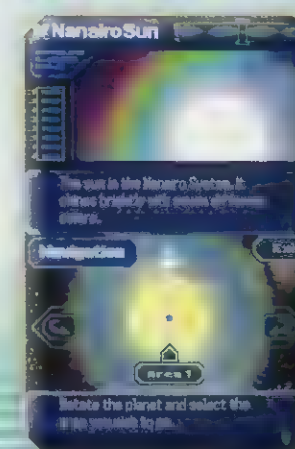
Find Kate in the back-right corner of her lab. When you hand over the materials to build the Dyalium, she explains that now all you need is to do is charge them with sunlight, using a photon collector that's being installed on your cruiser. Simply fly around the sun, collecting energy. Return to your ship and select the Nanairo Sun from the Navigation menu.



ORBIT THE SUN TO COLLECT PHOTON ENERGY

NANAIRO SUN

You can now travel to the Nanairo Sun through the Navigation menu. Select Nanairo Sun and then Area 1 to begin the energy-charging Mini-Game.

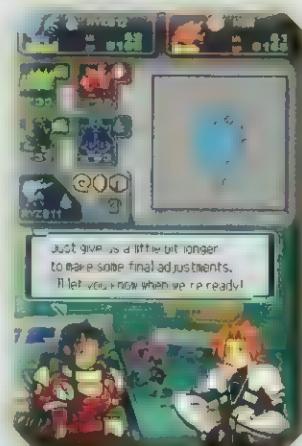


In this challenge, you must collect photon energy with your cruiser. Photon energy looks like little, glowing spheres that fly at you from the horizon. Gather these energy orbs by flying into them. You have two minutes to complete this task. It's similar to navigating through the portals, but you run into objects instead of avoiding them. You need 20 to succeed.

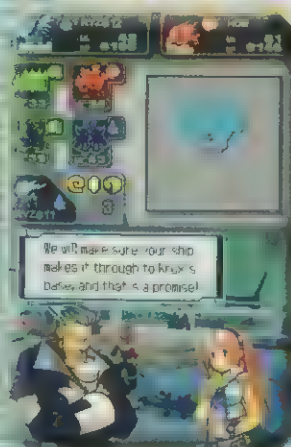


PROFESSOR KATE'S LAB

On the Navigation menu, touch Kollin, then Area 2 to return to the Service Bay. Return to Professor Kate's Lab and you find her where she was standing the last time the two of you spoke. She says the Dynalium is ready, but needs just a bit longer for fine adjustments. You must now meet Commander Grant in his office.



REPORT TO COMMANDER GRANT AT NPP HQ



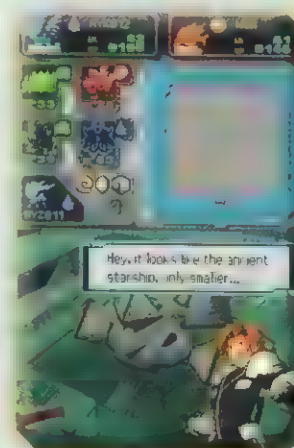
Return to your ship and navigate to Kollin, Area 1. Return to Commander Grant's Office on level 2F and he explains each Dynalium is on a separate ship—a total of seven ships will shoot the force field with a different color beam

PREPARE FOR THE MISSION AND STAND BY

When you return to the Service Port, you get a message from Jeena telling you the Assault Ship is ready and can be picked up from the Service Bay. Make sure you have all the items and gear you need from Kollin before you leave. Stock up on recovery items



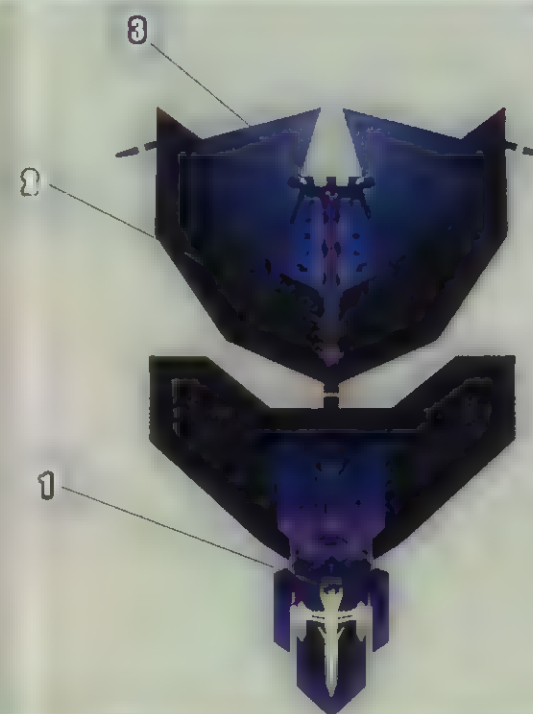
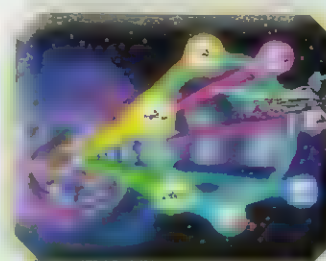
PICK UP THE ASSAULT SHIP FROM HANK



Navigate to Kollin, Area 2, then exit the ship at the Service Bay and approach the desk to speak with Hank. He presents the new ship and, to your surprise, it looks like the ancient starship, only smaller.

The Commander calls and says it's time to attack. The ship's automatic pilot will get you close, but he wants you to fly it straight at the dark force field when the beam fires. The firing sequence happens automatically in a cool cinematic.

The NPP is successful. Kruze's planet is now vulnerable. Choose Malik, Area 1 to land on the planet and begin your final battle



HEAD FOR THE DARK PLANET

LANDING POINT

Exit your ship and ascend the large slope at the Landing Point (1). You find yourself on a long, narrow bridge, which you can excavate (2) At the end of this structure is a huge locked door. You call Jeena for help



CHAPTER 6



DARK GATE: JEENA'S OBELISK CHALLENGE

As Jeena, scan the obelisk to the right of the large locked door, and another Obelisk Property Puzzle Mini-Game begins. It's similar to previous challenges of this nature, but this time you face five property icons—all of which touch at least two other icons



To solve this puzzle, touch the leftmost icon twice and then the rightmost icon once. To further clarify, you only need to touch the bottom-left and bottom-right icons to beat this challenge!



ENTER THE DARK CASTLE

ENTRANCE, DARK PALACE

Inside the Dark Palace, you face two portals on the back wall of the first room. During a cinematic, Rallen decides to jump through the right one as Jeena suddenly decides to leap into the left portal.



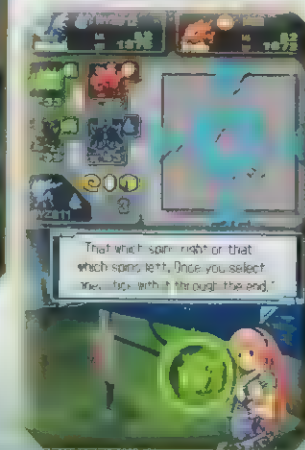
NAVIGATE THROUGH THE PORTALS AND DEFEAT KRUX

DARK ROAD: SECOND PORTAL CHAMBER

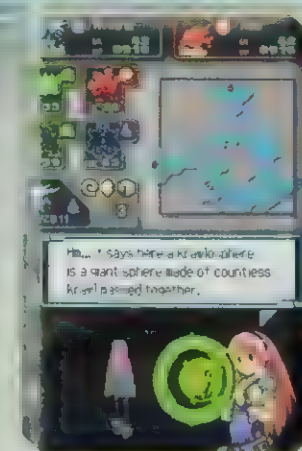
The second portal chamber is teeming with Krawl. You'll find Dark Vortexes with their mysterious property-type Krawl inside. Expect to fight Corona Trogazar with 1500 HP. The Second Portal Chamber (6) is a square room with four exit portals on ledges that jut off from each of the four sides of the room.



Some portals spin clockwise and others counterclockwise... or "right" and "left," as the game states. Jeena finds this message from a machine inside the palace: "That which spins right or that which spins left. Once you select one, stick with it through the end."



You may have noticed already that the portals' spin-directions change each time you re-enter the room. If you pass through a clockwise portal, you end up back at the beginning of the room or in the previous room. This is because the first portal you entered spun counterclockwise. So, you must choose all counterclockwise portals during your progression through this palace



RUBBLE ROOM: THIRD PORTAL CHAMBER

After passing through six counterclockwise-spinning portals in the previous chamber (6), you end up here (7) in the third portal chamber—the Rubble Room. At the opposite end of this room, you can find a pod, like the one on your cruiser, that completely restores your HP. Beside this pod is a Badge Store where you can purchase unique badges



SECRET DOOR

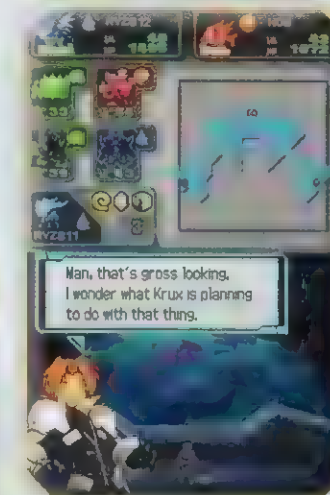


There's also a Secret Door in the Rubble Room. Check out our map to find the precise location. This is an Aurora sealed door, so you must have a Corona Child Spectrobe to break it open. More Mystery Stones and rare Minerals are inside

After doing all you can do in this room, head through the second portal (8) to access the Dark Road again (6). Enter two counterclockwise portals in the Dark Road to find the Krawlosphere (9)

KRAWLOSHERE

You'll notice from the cinematics that Jeena is a step ahead of you. She traveled through the Krawlosphere just before you arrived. When you enter the exit portal (10), she is seen returning to the Dark Palace Entrance (4). A portal closes. Her only option is to return to the cruiser and report her findings to Commander Grant. You end up back on the Dark Road again (6). This time, you only need to pass through one counterclockwise-spinning portal to reach the next new area (11)



SHADOW ROOM



After entering the Krawlosphere, there's just one more counterclockwise portal in the Dark Road to reach the Shadow Room (11). Approach the aquarium in the middle of the room to discover the "real" Jado.

JADO

Boss HP	8000
Suggested Spectrobes	Flash Evolved Form Spectrobes
Unlockables	Wirelessly Trade original Spectrobes items to this game through Multiplayer option.

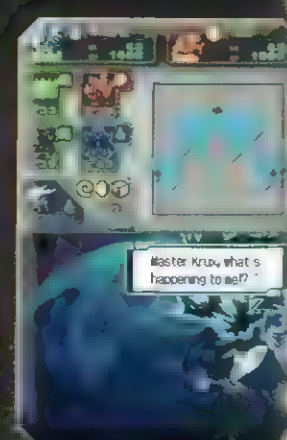
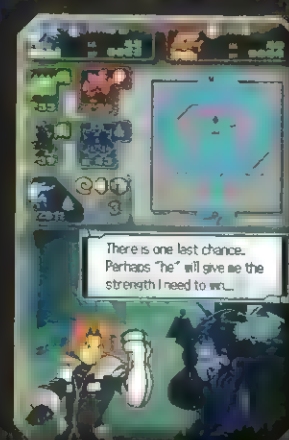


Jado explains that you merely beat his shadow the last time the two of you battled. Jado's physical body resides here in the Shadow Room. With the shadow's help, he now retains the power of Gelbarus, Gronon, and Mal.

Jado is all talk. Don't let him worry you. This fight is much like the last time you beat him (or his shadow). Just make sure you have full health before beginning the battle. Concentrate your attacks on Jado, not the shadow. For details, see our Jado Boss Battle strategy in the Episode One section of this walkthrough.



After the battle is won, Jado begs Krux for a new body. Krux answers his request by sending him into the Krawlophere... Maybe not quite what he was hoping for. Beating Jado unlocks Wireless Trade from the original Spectrobes game to this one. This feature is found in the Wireless Trade Multiplayer option.



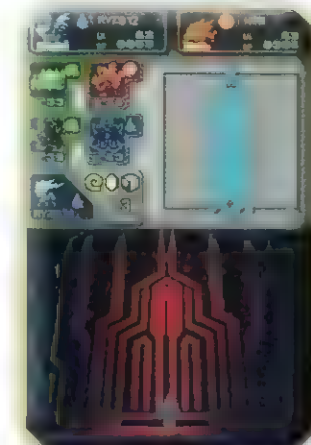
SHADOW ROOM CONTINUED



Pass through the exit portal (12) at the top of the stairs to return to the Dark Road (6). Pass through one counterclockwise portal in the Dark Road to reach the Throne Room (13).

DEFEAT KRUX

THRONE ROOM



Head down the hallway (13) and pass through the red-lit doorway to reach the Throne Room (14). Make preparations for the final boss battle with Krux.



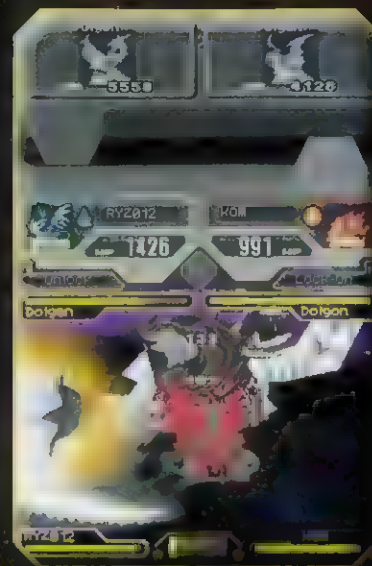
KRUX'S DARK SPECTROBES

Boss HP	11,100
Kragon HP	30,000
Suggested Spectrobes	Dark Spectrobes or your quickest, most powerful Evolved Form Spectrobes.
Unlockables	Flame Geo



If you're having difficulty with this battle, check out our tips in the Games Basics chapter of this guide for Spectrobes team combinations. Also, Rellen will fight Krux in the final stage without using Spectrobes. Make sure you're wearing the best gear available to tip the battle in your favor.



DOLGON & DOLGAN: STAGE ONE

The first stage of the battle pits you against two Dark Spectrobes. You face a Dolgon and a Dolgan, each with 5550 HP. These two creatures appear to swim through the battlefield; one rises in an offensive position while the other seems to dive beneath the surface, waiting for its turn to attack. There will always only be one enemy on the surface while the other dives below. While under the battlefield, these enemies are invulnerable.

They have a dashing, bounce-damaging attack, which occurs after a quick swim to the ground. This one is tough to see coming. They also have an attack where both arms swing out forward for an attempt at a swipe attack just before each arm slams down for a ground-rebounding radius attack.

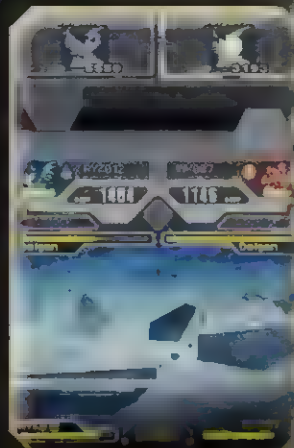


After the creature goes through a couple rounds of these attacks, it dives under the battlefield and like a tag-team, the other creature surfaces to attack. Each one has similar attack. When Dolgon or Dolgan goes under the ground after taking a large amount of damage, one gives some of its own health to the other to heal it once it surfaces. For example, if Dolgon has been taking damage, it will hide under the ground, which prompts Dolgan to surface and give some of its health to Dolgon.



Dark Spectrobes produce unique combination attacks that are very powerful, regardless of the property of the Spectrobe it's paired with. However, a combination attack from two Dark Spectrobes is quite a sight.

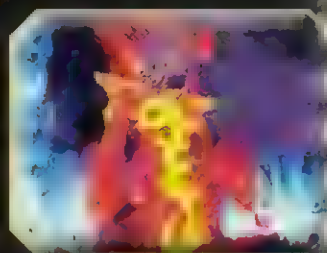
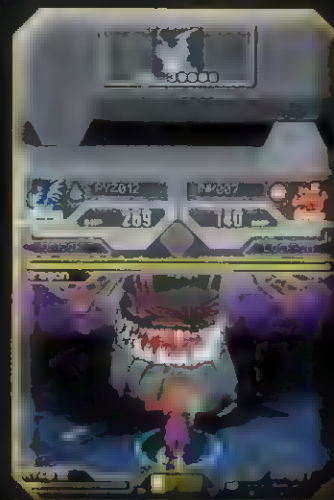
Dolgon and Dolgan's long attack range can be troublesome, so make sure you dodge left or right to avoid them. If you're locked on to the Dark Spectrobe that's attacking you, you'll never lose sight of them.



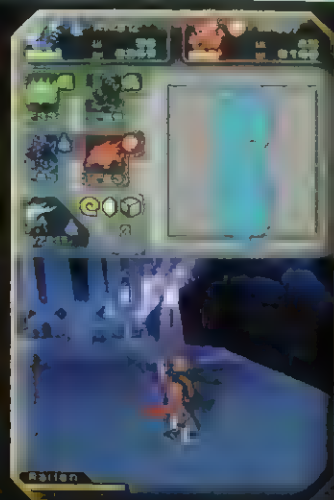
If you are having trouble with this battle, use a Spectrobe with a two- or three-hit attack to quickly fill up the charge meter, then switch to a Spectrobe with a powerful Charge Attack, and use that CH Attack.

KRAGON: STAGE TWO

You face Kragon with a whopping 30,000 HP after defeating the two Dark Spectrobes in the first stage of the battle. Don't worry; this is just to scare you. Try hitting it with a few attacks and it takes no damage. After a few useless attempts at defeating the boss, you automatically trigger the Ultimate Form Spectrobe attack.

**KRUX: STAGE THREE**

In the final stage of the battle, Rallen fights Krux face-to-face with no Spectrobes. Dash forward and hit him with a powerful sword. Swipe at him twice, then dash back. You can also avoid damage by throwing an attack the moment Krux attacks. You can easily see his attack coming. As he draws his sword back to hit, you have time to throw another attack. If he swings at you during your attack, his attack only pushes you back without causing damage. Keep at this until you defeat him; Krux has no visible health bar. Hit him about eight times to defeat him and end the game.

**COLLECT SPECTROBES, ITEMS, AND GEOS WHILE PATROLLING THE PLANETS!**

Save your game and continue your adventure by playing Sequence battles in the Throne Room and continue excavating to find all the Spectrobes and items, and obtain all the Geos. You have the Flame Geo, now go get the rest!



EXTRAS

UNLOCKABLES

The features in this chapter are unlocked during normal progression through Story mode in stages of "Events."

UNDERSTANDING UNLOCKING EVENTS

Our Unlockables List uses "Event" numbers to identify points in the game when features are unlocked. The following is a key describing what the "Event" numbers mean.

EVENT KEY	
	DESCRIPTION
EVENT 1	FINISHING PROLOGUE EVENTS
EVENT 2	DEFEATING JADO (FIRST TIME)
EVENT 3	DEFEATING GELBERUS
EVENT 4	DEFEATING MAJA
EVENT 5	DEFEATING GRONOS
EVENT 6	AFTER REUNITING WITH ALDOUS
EVENT 7	AFTER REVEALING MALIK
EVENT 8	AFTER SOLVING MALIK PUZZLES
EVENT 9	AFTER DEFEATING KRUX
EVENT 10	FINISHING THE ENTIRE STORY

UNLOCKABLES LIST		
CONTENT/FEATURE	CONSEQUENT FEATURE	UNLOCK REQUIREMENTS
PRIZMOD	MULTIPLE FEATURES	EVENT 1. RECEIVED FROM DAVE AFTER TRAINING
LAB MACHINE	AWAKENING	EVENT 1 UNLOCKED AFTER LAB TUTORIAL
	INCUBATOR	EVENT 2 UNLOCKED AFTER INCUBATOR TUTORIAL
	INCUBATOR ROOMS ADDED (4 TO 8)	INPUT CARD
	INCUBATOR SPECIAL "ALL" PROPERTY ROOM	INPUT CARD
	LINEUP	EVENT 2. UNLOCKED AFTER LINEUP TUTORIAL
	DATABASE	EVENT 2. AFTER ALDOUS'S CAPSULE IS PLACED IN THE SHIP
CARD INPUT SYSTEM	BADGE SYSTEM	EVENT 2 AFTER ALDOUS'S CAPSULE IS PLACED IN THE SHIP
	INPUT CARDS FROM SPECTROBES BEYOND THE PORTALS	EVENT 2 AFTER ALDOUS'S CAPSULE IS PLACED IN THE SHIP
WIRELESS MULTIPLAYER	INPUT CARDS FROM SPECTROBES	EVENT 6 AFTER DEFEATING MAJA
	MOST GAMEPLAY MODES	EVENT 2 AFTER DEFEATING JADO
WI-FI MULTIPLAYER	TRADING BETWEEN SPECTROBES AND SPECTROBES BEYOND THE PORTALS	EVENT 8 AFTER DEFEATING JADO 2ND TIME
CUBE MACHINE	N/A	EVENT 2 AFTER ALDOUS'S CAPSULE IS PLACED IN THE SHIP
SHIP CUSTOMIZATION	N/A	EVENT 2. AFTER BEING ORDERED TO GO TO GENSHI

UNLOCKABLES LIST (CONTINUED)

CONTENT/FEATURE	CONSEQUENT FEATURE	UNLOCK REQUIREMENTS
SHOPS	ITEM SHOP	EVENT 1 AFTER JEENA TELLS RALLEN TO GO SHOPPING
	EXCAVATION TOOLS SHOP	EVENT 1. AFTER JEENA TELLS RALLEN TO GO SHOPPING
	WEAPONS SHOP	EVENT 1. AFTER JEENA TELLS RALLEN TO GO SHOPPING
BADGE SHOP/VENDING MACHINES	BADGE SHOP (KOLLIN)	EVENT 2. AFTER BEING ORDERED TO MEET CYRUS ON NESSA
	VENDING MACHINE ON FONS RUINS	EVENT 4 (ONCE YOU CAN ACCESS THIS LOCATION)
	VENDING MACHINE ON ZIBA	EVENT 5 (ONCE YOU CAN ACCESS THIS LOCATION)
	VENDING MACHINE ON NOX	EVENT 6 (ONCE YOU CAN ACCESS THIS LOCATION)
	VENDING MACHINE ON MALIK	EVENT 8 (ONCE YOU CAN ACCESS THIS LOCATION)
	NESSA. SEE CYRUS	EVENT 6 (AFTER REACHING NOX)
MINERAL SHOP (BUYER)	N/A	EVENT 3. AFTER REACHING NESSA COLONY
CYRUS EXPRESS	BUY/SELL ON CREDIT	EVENT 3. AFTER FINISHING CYRUS MISSION
DGAMER	SEE WWW.DGAMER.COM FOR DETAILS	AVAILABLE FROM BEGINNING
MOVIE NPC (VIEW CINEMATICS)	AFTER COMPLETING THE GAME STORY ONCE NPP HQ LEVEL 2 LOBBY. TALK TO NON PLAYABLE CHARACTER.	EVENT 10
SEQUENCE BATTLES	UNLOCK GEOS	EVENT 10
TINDERA, ULTIMATE FORM SPECTROBE: FLAME GEO	N/A	DEFEAT KRUX (FINAL BOSS BATTLE)

MISSING RALLEN GEAR

Rallen's items (such as Swords and Blasters) unlock and become available as Rallen's level rises. You do this by defeating Krawi Dust in the field. If an item that we've listed here is not available in the Cyrus Express Machine or in the Weapons Room, then your level is not high enough, or you need a specific Spectrobe Card or must obtain it through wi-fi downloads.

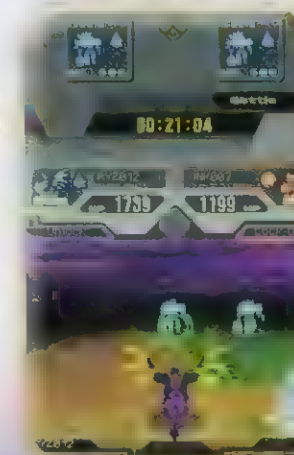
SEQUENCE BATTLES



They're back! Fans of the original Spectrobes game will remember finding hidden Krawi vortexes on different planets that initiated Sequence Battles. For newbies, Sequence Battles are similar to other vortex battles, only much longer and against more waves of Krawi.



After completing the game, return to the last room in Malik (the Throne Room) where you battled Krux. You'll see a large sphere of dark energy. Walk into it to begin a Sequence Battle.

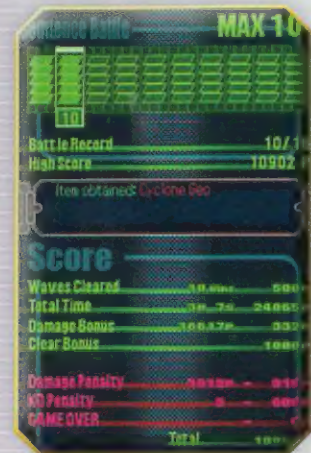


There are six Sequence Battles: "Lv. 1" through "Lv. 6." Each becomes available after completing the class before it. If you leave the battle prior to completing a level, you must exit the room and re-enter for the Sequence Battle to appear again. Be careful not to press the B Button between waves of attack when prompted to continue; this will kick you out by answering "No" to the question about continuing.

SEQUENCE BATTLE TIPS

Sequence Battles can last up to 50 rounds and you get only one chance to switch out Spectrobes every 10 rounds from the battle set. The key to beating these events is having a pair of Spectrobes that can survive at least 10 battles. It's a good idea to team-up a Spectrobe with high DEF stats and one with a powerful attack. So, while the Krawl are busy attacking the defense type Spectrobe, you can damage them from a safe position with your more powerful attack Spectrobe. We've included some example battle set pairs in this chapter for you to try.

The following is a list of the battles and what you will face in each stage:



LEVEL 1				
WAVE	ENCOUNTER KRAWL			
1	SWATRAP	SWATRAP		
2	SWATRAP	SWATRAP		
3	ISEELA	ISEELA		
4	ZEPI	ZEPI		
5	FROZOOT	FROZOOT		
6	PENTIC	PENTIC	PENTIC	PENTIC
7	PLASOVA	PLASOVA		
8	SWAR	EDAR	EDAR	
9	MOLDOVA	MOLDOVA		
10	JADO	JADO SUB		
LEVEL 2				
WAVE	ENCOUNTER KRAWL			
1	EELA	EELA		
2	ZEPI	ZEPI		
3	ZEPIORE	ZEPIORE		
4	ZEPI	ZEPIORE		
5	EELA	EELA		
6	MOLRACH	MOLRACH		
7	METRACH	METRACH		
8	GRISHELL	GRISHELL		
9	SWARMEC	SWARMEC		
10	ZEPI	ZEPI		
11	MULNOOT	MULNOOT		
12	GRISHELL	GRISHELL	GRISHELL	GRISHELL
13	PENTIX	PENTIX	PENTIX	PENTIX
14	GRISHELL	GRISHELL	PENTIX	PENTIX
15	SWARMEC	SWARMEC		
16	CREEBAG	CREEBAG		
17	VOLZEPI	VOLZEPI		
18	MOLRACH	MOLRACH		
19	ELOPUBA	ELOPUBA		
20	GELBERUS	GELBERUS SUB	GELBERUS SUB	

LEVEL 3				
WAVE	ENCOUNTER KRAWL			
1	BLOVA	BLOVA		
2	GREELA	GREELA		
3	VIZEPI	VIZEPI		
4	VIZEPI	GREELA		
5	PETROVA	PETROVA		
6	CACSWAR	CACSWAR		
7	PETROVA	CACSWAR		
8	RACH	RACH		
9	VIBLOVA	VIBLOVA		

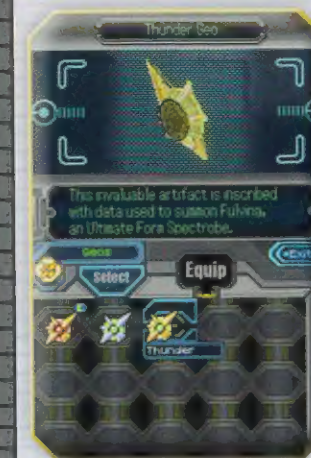
LEVEL 3				
WAVE	ENCOUNTER KRAWL			
10	BAGRACH	BAGRACH		
11	BLOVA	BLOVA		
12	PETROVA	PETROVA		
13	FROZOOT	VIBLOVA		
14	MIDDOVA	VIBLOVA		
15	MUTEELA	MUTEELA		
16	BAGRACH	BAGRACH		
17	BAGRAX	VIRPILLAR		
18	VIRPILLAR	VIRPILLAR	VIRPILLAR	VIRPILLAR
19	GREECH	GREECH		
20	SAMETOSU	GRISEN		
21	PETROVA	PETROVA		
22	CACSWAR	VIRPILLAR	VIRPILLAR	
23	FROZOOT	VIRPILLAR	VIRPILLAR	
24	VIZEPI	MIDDOVA		
25	MIDDOVA	MUTEELA		
26	GRISEN	GRISEN		
27	GREEP	VIRPILLAR		
28	GRISEN	VIRPILLAR	VIRPILLAR	
29	PINSKA	PINSKA		
30	GRONOS			

LEVEL 4				
WAVE	ENCOUNTER KRAWL			
1	SWATRAP	SWATRAP		
2	SWATRAP	SWATRAP		
3	PENTIC	PENTIC	PENTIC	
4	PENTIC	PENTIC	PENTIC	
5	PLASOVA	PLASOVA		
6	MOLDOVA	PLASOVA		
7	MOLDOVA	MOLDOVA		
8	EDAR	EDAR	EDAR	
9	GRISBON	GRISBON		
10	PSYZEPI	PSYZEPI		
11	BLOVA	BLOVA		
12	GREELA	GREELA		
13	FROZOOT	FROZOOT		
14	FROZOOT	FROZOOT		
15	VIZEPI	VIZEPI		
16	RACH	RACH		
17	VIBLOVA	VIBLOVA		
18	MIDDOVA	MIDDOVA		
19	BAGRACH	BAGRACH		
20	BAGRAX	BAGRAX		
21	ZEPI	ZEPI		
22	ZEPIORE	ZEPIORE		
23	EELA	EELA		
24	METRACH	METRACH		
25	ROKEELA	ROKEELA		
26	RACH	RACH		
27	ROKEELA	ROKEELA		
28	MULNOOT	MULNOOT		
29	CREE	CREE		
30	GRISHELL	GRISHELL	GRISHELL	GRISHELL
31	BLOVA	BLOVA		
32	SWATRAP	SWATRAP		
33	ZEPIORE	ZEPIORE		
34	MOLRACH	MOLRACH		
35	PLASOVA	PLASOVA		
36	CACSWAR	CACSWAR		
37	CACSWAR	CACSWAR		
38	CREE	CREE		
39	CREE	CREE		
40	MAJA	XELLES		

LEVEL 5				
WAVE	ENCOUNTER KRAWL			
1	BLOVA	BLOVA		
2	BLOVA	BLOVA		
3	GREELA	GREELA		
4	GREELA	GREELA		
5	SWAR	SWAR		
6	SWAR	SWAR		
7	SWATRAP	SWATRAP		
8	SWATRAP	SWATRAP		
9	SWAR	SWATRAP		
10	JADO	JADO SUB		
11	ZEPI	ZEPI		
12	ZEPIORE	ZEPIORE		
13	ZEPI	EELA		
14	EELA	EELA		
15	ZEPIORE	ZEPI		
16	ISEELA	ISEELA		
17	ZEPI	ZEPI		
18	PENTIC	PENTIC		
19	PENTIC	ZEPI		
20	GELBERUS	GELBERUS SUB	GELBERUS SUB	
21	MUTEELA	MUTEELA		
22	BAGRACH	BAGRACH		
23	MUTEELA	BAGRACH		
24	MUTEELA	MUTEELA		
25	PSYZEPI	PSYZEPI		
26	GEARACH	GEARACH		
27	PSYZEPI	GEARACH		
28	MUTEELA	PSYZEPI		
29	BAGRACH	BAGRACH		
30	GRONOS			
31	RACH	RACH		
32	SWATWIG	SWATWIG		
33	GRISBON	GRISBON		
34	GREECH	GREECH		
35	GREECH	GREECH		
36	GREECH	VIRMOSS	VIRMOSS	
37	VIRMOSS	VIRMOSS	VIRMOSS	
38	PENTORG	PENTORG	PENTORG	
39	PILDOVA	PILDOVA		
40	MAJA	XELLES		
41	CREE	CREE		
42	CREE	CREE		
43	CACSWAR	CACSWAR		
44	CACSWAR	CACSWAR		
45	BAGRAX	BAGRAX		
46	PLASOVA	PLASOVA		
47	VOLZEPI	VOLZEPI		
48	GRISEN	BAGRAX		
49	MUSARITE	MUSARITE		
50	JADO (2)	JADO SUB A (2)	JADO SUB B (2)	JADO SUB B (2)

LEVEL 6				
WAVE	ENCOUNTER KRAWL			
1	JADO	JADO SUB		
2	GELBERUS	GELBERUS SUB	GELBERUS SUB	
3	GRONOS			
4	MAJA	XELLES		
5	JADO (2)	JADO SUB A (2)	JADO SUB B (2)	JADO SUB B (2)
6	DOLGAN	DOLGON		

GEOS: ULTIMATE FORM SPECTROBES



For each Sequence Battle Level won, a single Geo is unlocked. The Geo is added to your Equipment menu. Equip the Geo to Rallen so he can use it in a Spectrobe battle. When a Geo is equipped, press the Y Button when your CH Gauge is full to release the Ultimate Form Spectrobe attack. Normally, this would be a combo attack, but instead the Geo is used.



As we mentioned before, you get the Flame Geo as part of the story when you beat the final boss, Krux. So you'll have one Ultimate Form ready to go before you begin the Sequence Battles. The following is a list of the Geos earned by completing Sequence Battles. If you already have a Geo

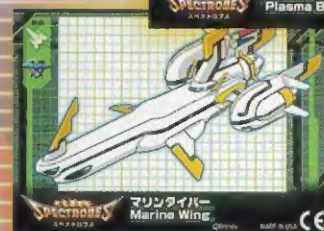
from defeating a sequence battle before, as a reward, you receive "drop item 2" from the list instead.

GEO UNLOCKING CHART				
BATTLE LEVEL	ROUNDS	BATTLEFIELD	DROP ITEM 1	DROP ITEM 2
LEVEL 1	10	GENSHI	CYCLONE GEO	TOTAL ANTIDOTE
LEVEL 2	20	HYOGA	THUNDER GEO	TOTAL SERUM
LEVEL 3	30	ZIBA	HAMMER GEO	SUPER POTION
LEVEL 4	40	DARKMOS	PLASMA GEO	TOTAL MINERUM
LEVEL 5	50	MALIK	ICE GEO	DIAMOND
LEVEL 6	6	VARIOUS	WING GEO	ULTRA POTION

BRADYGAMES EXCLUSIVE SPECTROBE CARDS

The Card Input Machine is delivered to the Patrol Cruiser Cargo Room after beating Jado the first time. This allows you to use Spectrobe Cards for added game features. To use a card, access the Card Input Machine and choose which Spectrobes game card you are entering (the original *Spectrobes* game has a blue logo and *Spectrobes: Beyond the Portals* has a red logo).

Place the card on the touch screen, then tap the holes with the Stylus in the order indicated by the numbers next to the holes. If it fails, you missed a hole or it didn't register a touch. You can see cubes appear on the top screen, mirroring the inputs on the touch screen. Here are the details on the exclusive Spectrobes Cards included in with this guide:



SPECTROBES CARD	ADDED FEATURE
PINSKA	You must advance to "Event 4" when you defeat Maja before using this card. This is an Adult Aurora Spectrobe. For more details, see the Spectrobe-Dex chapter of this guide.
PLASMA BLASTER	Works after receiving the Card Input Machine, following the defeat of Jado the first time. This is a level 5 piece of equipment, so you can't equip it until Rallen reaches level 5. It inputs as the "Cosmo Blaster"—a massive weapon that fires the most explosive, super high-energy blast you can imagine!
MARINE WING	Ship Upgrade that works after receiving the Card Input Machine. This is the Type 04 Marine Wing: full set (front, side, and rear parts).
EXTRA ROOMS	Incubator Additional Rooms. This card works after receiving the Card Input Machine. It gives you four additional environment rooms for incubating Spectrobes.

SECRETS OF THE SPECTROBES MASTERS

EXCAVATION GETTING A CROWN

You can damage any Fossil with unsafe excavation practices, so don't just carelessly start drilling right in the center. Begin by tracing the outline of the Fossil, using the drill with the scanner on. The scanner has no adverse effect on receiving a crown, so use it as much as necessary to clearly determine the shape of the Fossil.

After you have the outline drawn, start excavating any rock that remains on top of the Fossil. Using the drill, keep a light touch, only drilling on a small area briefly using tapping motions: touch, release, touch, release, etc.

THAT PESKY SLUDGE

When excavating in the swamp, you can use the vacuum or blower to remove the sludge, but sometimes that's not enough to get the job done. Blowing strongly into the microphone blasts the sludge away! Sometimes this is much more effective than using the regular tools.

A RARE MINERAL GOLDMINE

Remember those 2 blue crystal objects that mark the way to Cyrus on the Nessa Colony? Excavating around them often uncovers rare and valuable Minerals. Make sure you excavate there each time you visit Nessa. Check out the **Excavation Maps** chapter of this guide for more details on rare and hard-to find items, Minerals, and Fossils.

THE SECRET OF LEVEL 1 FOSSILS

If you look hard enough, you can actually find "level 1" Fossils for all of the Spectrobes. Although one of these may seem like a waste, they actually become more powerful than Spectrobes that were awoken from higher level Fossils if you take the time to level them up!



TRAINING & INCUBATING

FEEDING SPECTROBES MINERALS EFFECTIVELY

Aligning a Spectrobe's property with the same incubator room type and feeding it Minerals of the same property results in the highest Mineraly-to-Mineral ratio!

A SECRET OF CROWN MARK FOSSILS

Spectrobes awakened from a crown-mark Fossil are more likely to have their individual parameters increase each time they level up compared to a Spectrobe awakened from a regular Fossil.

THE IMPORTANCE OF SEEDS

Spectrobes can only eat so many seeds at one feeding. The number they consume is relative to their level. Each time a Spectrobe levels up, it attains the ability to eat one more seed. Spectrobes awakened from low-level Fossils actually have a higher limit to the number of seeds they can eat from the start.

BATTLE

FINDING A STRONG BATTLE PAIR

Some Spectrobes fill the CH Gauge much easier than others. Knowing this, there are several effective tactics you can use. For example, choose a Spectrobe with a 2- or 3-hit attack to quickly fill up the charge meter; then switch to a Spectrobe with a powerful Charge Attack and use that charged meter against the Krawl. That's a strong combination!

THE POWER OF THE DARK

Dark Spectrobes produce unique combination attacks that are very powerful, regardless of the property of the Spectrobe they're paired with. A combination attack from two Dark Spectrobes is quite a sight to behold.

DODGING TECHNIQUES

Krawl with long-range attacks can be a pain. Dash left or right (double tap the +Control Pad) to dodge projectiles flying in a straight line. If you bolt to the side while locked onto the Krawl that's shooting at you, you'll remain focused on them. Of course, some Krawl can produce projectiles with a homing ability, which thwarts this strategy.

QUICK LEVEL UP

If your current Spectrobes are weak, sometimes it's faster to dig up a new Fossil (achieving a crown mark) and awaken it, rather than leveling up your current Spectrobes through battle and Mineral feedings. This is because high-level Fossils awaken immediately into very powerful Spectrobes.

PETTY EXCAVATIONS

If you want to speed up your adventure, avoid spending too much time with Mineral excavation during the first half of the game. The powerful Minerals appear more often after the Dark Spectrobe battle.

BATTLE SETS OF THE SPECTROBE MASTERS

SPECTROBE PAIRING	DETAILS
LEOZAR & MANTRADOS	These easy-to-find Spectrobes make a strong balanced pair. Leozar's charge attack is particularly powerful!
WINDORA & THUNDORA	Think about it: wind and thunder make an effective team! Their combined attack is a strong one. The combination of long and short-range attack styles also makes them formidable.
MASETOSU & SAMETOSU	An ancient robot fighter, Masetosu, and his dark version, Sametosu, are both excellent long-range fighters. Use Masetosu's regular attacks to fill up the charge gauge and switch to Sametosu for a combo string charge attack when the time is right.
SAMURITE & NAGURYU	These are both quick moving Adult Forms. Both also have multi-hit attacks. Fans of action games will enjoy these two.
RYGAZELLE & LEOZAR	The combination attack of these two is very powerful.
ZOZANE & DONGIGA	Zozane is very quick, which makes him very useful, despite being an Adult Form. Dongiga has very high DEF stats. Buying time with Dongiga while you quickly dart around, chipping away at the enemy's HP with Zozane is a great technique for difficult boss fights!
RYGAZELLE & SAMURITE	Although Samurite is an Adult Form, he's very fast and useful. Use him to keep the enemy on the ropes while you use Rygazelle to deal the finishing blows.
RYGAZELLE & KUGASTER	An excellent combination of close- and long-range fighters makes this team very versatile. If you want to try your hand at a Sequence Battle, this is one pair you should use.



OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn

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BRADYGAMES STAFF

Publisher

David Waybright

Editor-In-Chief

H. Leigh Davis

Licensing Director

Mike Degler

Marketing Director

Debby Neubauer

International Translations

Brian Saliba

CREDITS

Senior Development Editor

David B. Bartley

Screenshot Editor

Michael Owen

Book Designer

Tim Amrhein

Production Designer

Bob Klunder

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Glenn Ige

Tim FitzRandolph

Tamara Johnston

Steven Dodson

Cyndi McGarrah

Tina Kwon

Emiko Yamamoto

Kentaro Hisai

Yasutaka Kimura

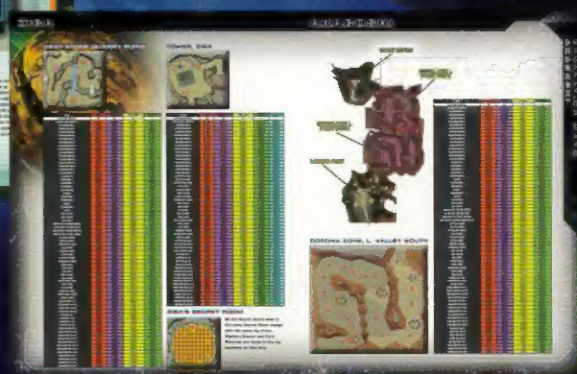
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PREPARE FOR A NEW ASSAULT!

A shadowy threat has emerged and threatens Nanairo once again. You have lost everything and things appear hopeless. This is your guide to defeating the menace by evolving new Spectrobes and winning back what is yours!

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A beginning-to-end walkthrough of your entire adventure through space. We reveal every Secret Door along the way and identify exactly which Spectrobes to use in your battles against the Krawl.



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From Child to Adult to Evolved Form... images, stats, and attack descriptions for all Spectrobes in the game

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Comprehensive Unlockables list, Sequence Battle tips, Geo Unlocking chart, and Battle Sets & Secrets of the Spectrobes Masters!

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